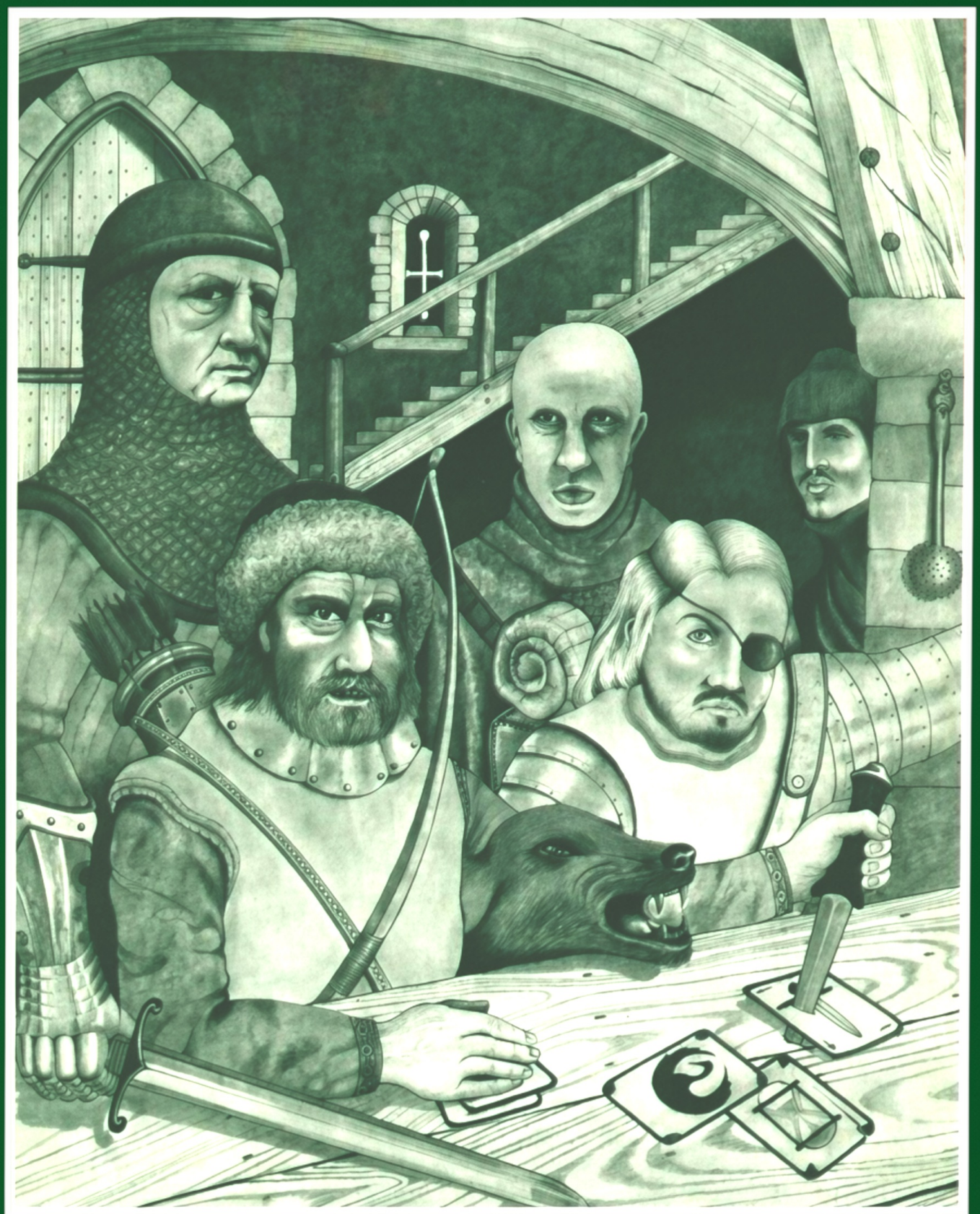
The Compleat Adventurer

Fantasy Role-Playing Game Supplement



Stephan Michael Sechi

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Thanks once again to:
Joel Kaye, High Level Legal Advisor
Andy Valle and Sons, New England Printers

Playtesters:
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Vincent Toscano, Kevin Garrett, Tony Amlicke, Daniel Radford

Special Thanks to:
Danny and Mike from The Compleat Strategist
Neal Wehr from C.S.B.D.S.

"The adventurer is within us, and he contests
for our favours with the social man
we are obliged to be."

Wm. Bolitho

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INTRODUCTION

THE COMPLEAT ADVENTURER is BARD GAMES' third Fantasy Role Playing Supplement, and covers in detail a host of new character classes that may be added to your favorite F.R.P. game system. As a logical successor to THE COMPLEAT ALCHEMIST and THE COMPLEAT SPELLCASTER, this supplement is intended to expand the options of experienced players and Game Judges.

For the role-player in particular, THE COMPLEAT ADVENTURER offers a variety of colorful and viable types from which to chose. Several of the characters were invested with verbal talents which may be used to great advantage by the clever role-player. To add variety, certain character classes were designed so that the player could choose between several abilities, thus creating a more "personalized" type of character. Others were given abilities of a highly specialized nature, in the hope that players would more easily be able to relate to (and role-play) them.

For the Game Judge, THE COMPLEAT ADVENTURER should do much to add to his or her repertoire of N.P.C. villains, heroes and anti-heroes, while hopefully stimulating a few new scenario ideas. The many new character classes should also add variety to city, village, and wilderness encounters, and make the Game Judge's job a bit more interesting.

DESIGNER'S NOTES

The following is a collection of notes, information, and trivia regarding the characters that can be found in this supplement:

Beastmaster- a combination of Dreyden's "noble savage" and the popular hero of many a fantasy epic, the barbarian. Individuals who possess the power to influence animals can be found in the oldest myths, and countless modern works of fiction and fantasy as well. Still, Edgar Rice Burrough's Tarzan was perhaps the main influence for this character.

Gladiator- This character is a combination of the Roman gladiator and the Greco-Roman boxers and wrestlers. All were exceptionally well-trained, and very dangerous fighters at close quarters (as a not-particularly successful high school wrestler, the author can verify just how fast a good wrestler is, and how hard it is to escape from any well-executed hold). Roman boxers often wore metal "gloves" known as cesti when engaged in this sporting activity, which must have given its adherents a whole new definition of what a "Roman nose" looked like.

Knight- Nearly every medieval nation had its own version of the knight, even before the "invention" of chivalry, Any fairly well-trained group of mounted men who pledge allegiance to a code of ethics may be thought of as knights, and not all such characters were champions of good. The free companies of 14th century Europe often consisted of knights who had exchanged the chivalric code for a kind of organized lawlessness.

Harlequin- Jobes' Dictionary of Mythology, Folklore and Symbols, defines the harlequin as "one who conjures away by magic tricks, plays the droll, makes sport of by playing ludicrous tricks.....he is a mischievous intriguer....he dances through the world and frustrates the knavish tricks of the clown...." Webster's dictionary also mentions the harlequin's association with a "wooden wand or sword". Jobes' seems to suggest that the harlequin thinks himself superior to the "knavish tricks" of the clown, an idea which was expanded to produce some of the motivations for this character class. As harlequins were historically more apt to be members of a performing stage troupe than court fool, acting skill seemed to be a reasonable focus for the harlequin's talents. The idea of having a character with acting abilities also seemed certain to appeal to the more dramatic types of role-players. All in all, I think Cyrano de Bergerac would have approved of this character class. Break a leg.....

Buccaneer- The somewhat nasty combat tactics described in the text are essentially those used by the famous pirate, Blackbeard, and his crew. Blackbeard's men were made to practice daily with the cutlass to develop the wrist strength necessary to handle this ten-pound weapon. According to Blackbeard, the cutlass was best suited to a straight ahead, constant-motion style of attack (the "press"). Ironically, Blackbeard and his men were defeated by an English naval lieutenant named Maynard and his crew, all of whom were armed with rapiers. Maynard and his men parried, dodged and stalled, until Blackbeard's men became exhausted from swinging their heavy cutlasses. Budding player/buccaneers may be grieved to learn that Blackbeard's crew were slain to a man; still, it took five bullets and over twenty other wounds to kill Blackbeard himself, who was obviously a high-level buccaneer with a lot of hit points...

Spy- As long as there have been countries and rival factions of any sort, there have been spies. Historically speaking, spies have been known to work as double agents, assassins, and thieves, selling their services to the highest bidder.

Martial Artist- As everyone knows, there are many different styles of martial arts, and monks were not the only practitioners of these skills. In China, the style now known as Kung Fu was practiced as a mental discipline by both peasants and Emperors, as it was believed to have beneficial effects upon the body and

mind. The Shaolin monks (who spent most of their time studying Buddhism, not martial arts) are generally credited with originating the form, and in later years taught their skills to the common folk as well. Discussions with several local practitioners of various martial arts styles led to the subsequent creation of the martial artist character. All concerned seemed to feel that the martial artist had every right to be considered the equal of a fighter; all felt that more attacks were indeed warranted, though perhaps at the "expense" of lessened damage. The inclusion of parries, dodging, leaping, and throws were likewise stressed to the author, who, after a brief demonstration, was inclined to agree wholeheartedly with these claims. Thus, for the benefit of Bruce Lee fans, the martial artist appears in this supplement. Thanks in particular must go to the honorable David Propp, martial artist and gamer extraordinaire, for his most lucid and graphic illustration of various martial techniques.

The Hunter Class- Tracking was a skill known to most of the earlier tribal societies. Though essential to scouting and hunting for game, this ability has long been used by bounty hunters to track two-legged prey as well.

In the case of the scout character, horse archer skills (similar to those possessed by the Mongols under Genghis Khan) were added.

Robert E. Howard's Soloman Kane provided impetus for the witch hunter, a class of characters who should give spell casters a few things to think about. For further information on "chaotic" witch hunters and the shameful history of European and Colonial witch trials, any public library will suffice. If you'd like to learn more about tracking, the not-so-suprisingly entitled book, "The Tracker" (by Tom Brown) is a must. Thanks here to Michael Delgato, friend and real-life tracker, for his first hand accounts of American Indian tracking skills.

Rogue- Jack Vance's "Cugel The Clever", Michael Shea's "Nift the Lean", Robert L. Asprin's "Thieves World" anthology, Fritz Lieber's "Fafherd and the Grey Mouser", and "The Tales From the Thousand and One Nights", were all inspirations, along with many others. The persuasiveness and "street smarts" which the best of these characters possessed was an attribute which the author particularly wanted in the rogue character; hence the ability to "con" was added to the rogue's thieving talents. A choice of additional skills was provided so that each player/rogue might further individualize his or her character, rather than just being a standard "thief".

HOW TO USE THIS SUPPLEMENT

How you use this supplement will depend to a great extent on the type of game system you play. The following is a list of some of the most popular types of systems and how this supplement corresponds to them:

1) EXPERIENCE POINT/LEVEL OF ABILITY SYSTEM:

This supplement should present few problems with respect to terminology and rules. To determine saving throws, combat capabilities, hit dice and experience points (X.P.) for any character type, use the following list of comparisons:

BEASTMASTER: X.P., saves, as per druids, hit dice and combat are as per a "monster" of similar level/hit dice.

BUCCANEER: Saves as per thieves; all else is as per fighters.

BOUNTY HUNTER: Saves as per thieves; all else is as per fighters.

GLADIATOR: As per fighters.

HARLEQUIN: As per thieves.

KNIGHT: As per fighters.

MARTIAL ARTIST: Combat is as per fighters; all else is as per thieves.

ROGUE: As per thieves.

SCOUT: As per fighters.

SPY: As per thieves.

SWORDSMAN: As per fighters.

WARRIOR: As per fighters.

WITCH HUNTER: Combat is as per fighters; all else is as per clerics.

2) % ABILITY SYSTEM:

If you game system uses percentage ratings as a determinant of ability, apply the following conversions:

a) Read +1 or -1 modifiers as +5% or -5%; +2 = +10%, +3 = +15%, etc.

b) Use standard % ratings for a beginning character's defense/attack/parry abilities, adding or subtracting any modifiers that appear in the text. Use your game system's rules for determining increases in special abilities (such as lock-picking, moving quietly, etc.).

c) Consider the term "level" to be equivalent to a +5% increment of skill, and the term "first level" to be equivalent to beginner status. Thus, any increase in level (beyond the first) signifies a 5% increase in the character's skill. As an example, if the text states that a character can gain a particular ability at 5th level, a character in this system will gain the

ability as such time as the skill in question increases by at least +25% (5 x +5% = +25%).

3) INCREASING ATTRIBUTE SYSTEM:
If your game system uses an increase in character attributes (IQ, STR, DEX, etc.) as an indicator of improving ability, understand the term "level" to mean one attribute point; thus an increase in level is the same as a character's IQ, STR, or DEX score increasing by one point.

Note: In any case where a rule or restriction that appears in this supplement runs contrary to your game system's rules, feel free to ignore it or make any modifications that you feel are necessary.

FORMAT

Each of the character classes in this supplement have been outlined under the following format:

COMBAT CAPABILITIES: This denotes the degree of skill which an average member of this class will possess with regard to the use of weapons. Each class will be given one of the following ratings:

Highly Trained - weapon use is a primary skill for this class.

Trained - weapon use is a secondary skill for this class.

Untrained - no formal training with weapons

ALIGNMENT: This signifies the code of ethics or moral standards which members of this class generally adhere to. In some FRP games alignment is important; in others it is not.

RACE: This is an indication of the various racial types (human, dwarf, elf, etc.) that may be members of this class. At the Game Judge's option, this may simply be used as a guideline, as opposed to an inflexible set of racial restrictions.

MINIMUM ATTRIBUTES: This is a listing of the important physical and/or mental attributes for this class, and the suggested minimum requirements. They include:

Strength (STR) - physical power, muscle

Dexterity (DEX) - agility, coordination
Constitution (CON) - physical toughness, endurance

Will (WILL) - mental toughness, willpower, wisdom

Charisma (CHA) - presence, leadership, appeal

SPECIAL ABILITIES: This is a listing of the specific skills possessed or acquired by members of this class.

RESTRICTIONS: If the character class as a whole is prohibited from using certain types of weaponry or armor it will be listed here.

SAVING THROWS (SAVES)

In this supplement, all saving throws (or saves) have been defined as a "save vs" a particular attribute, such as Strength, Intelligence, etc. All such saves are made by rolling a d20 against the attribute in question; if the die roll is less than or equal to the attribute in question, the save is successful.

MODIFIED SAVING THROWS (OPTIONAL)

Optionally, the Game Judge may modify any save according to the level of the character (award + modifiers based on the difference in levels between two combatants) or according to the degree of difficulty of a particular hazzard or task. In the former example, a 5th level martial artist attempting to dodge a spear that has been thrown by a 3rd level character may be given a bonus of +2 on the required save vs Dexterity (5-3=2). Conversely, if the 5th level martial artist had to save vs the attack of a 7th level antagonist, the martial artist would save at a penalty of -2 (5-7=2). The formula for all such modified saves can be stated as: DEFENDER'S LEVEL-ATTACKER'S LEVEL=MODIFIER (+/-).

The Game Judge should also feel free to modify any saving throw based on the circumstances involved; some walls are harder to climb than others, some locks harder to pick, some writings harder to decipher, etc.

BRAWLING/GRAPPLING

All characters (and most types of humanoid creatures) are capable of the weaponless combat techniques known as brawling and grappling. The following is a simple and fast-playing system of weaponless combat which may be adapted to most game systems:

General Rules: Unless characters have specific brawling or grappling skills, they must be considered as "non-proficient" in such forms of attack. The usual attack roll should be employed to determine the initial success of any such maneuver, but the player must specify the exact type of maneuver being attempted prior to rolling any die.

BRAWLING/GRAPPLING MANEUVERS: Most brawling or grappling maneuvers fall under one of the following four categories:

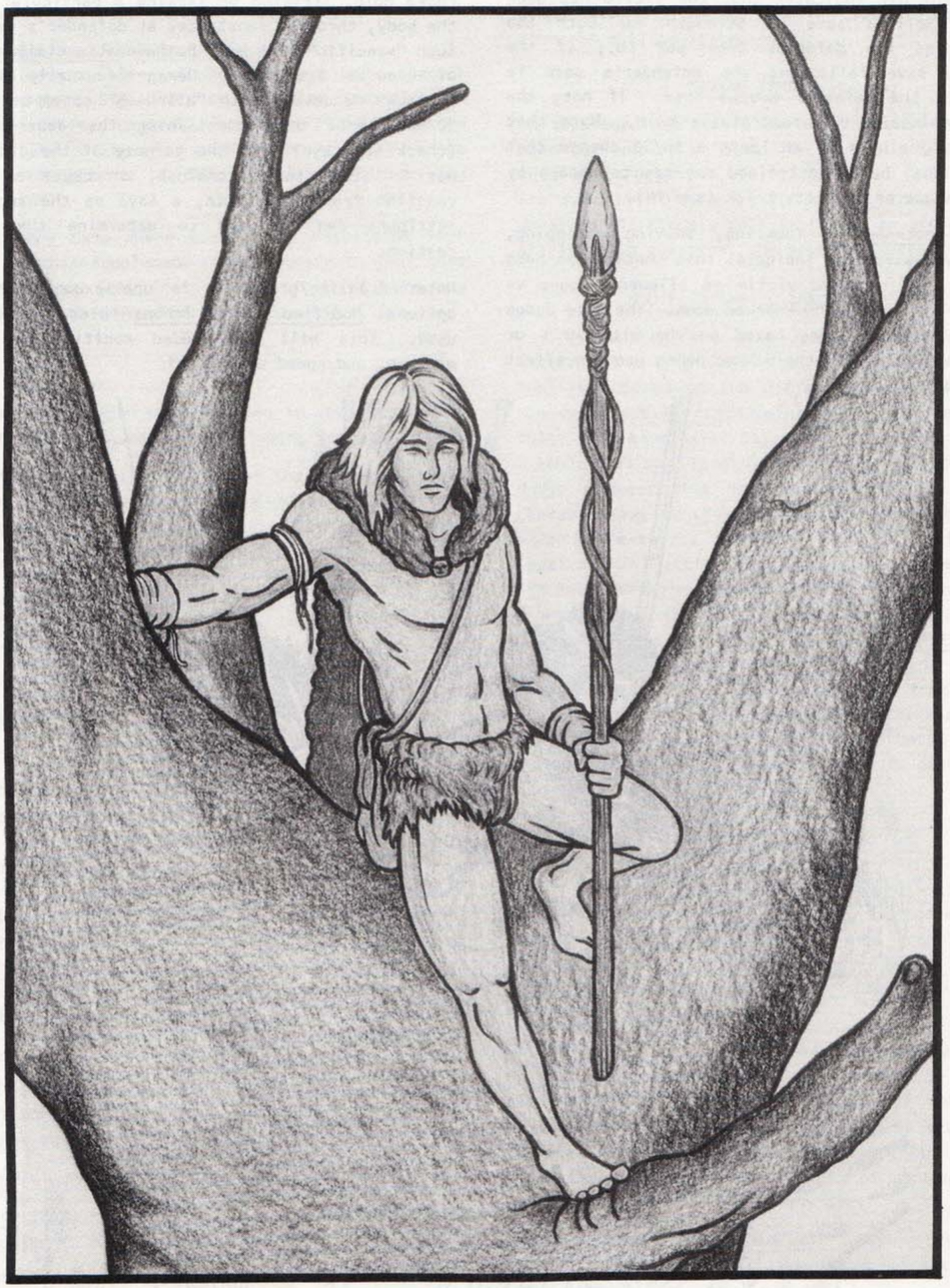
1) Attack - Punching, kicking, headbutt, forearm smash, etc. A successful hit will do 1-3 points of damage, plus Strength bonuses (where applicable).

2) Restrain - Bearhug, headlock, armlock, etc. A successful hit indicates that the victim has been grabbed. Roll a save vs Strength for both the attacker and the defender once per rd.; if the attacker's save fails and the defender's save is successful, the defender breaks free. If not, the attacker maintains the restraining hold. Note that there should always be at least a 50/50 chance that the individual being restrained can try to escape by using a dagger or or dirty trick (see #4).

3) Knockdown - Tackling, shoving, tripping, etc. A successful hit indicates that contact has been made, but the intended victim is allowed a save vs Dexterity to avoid being knocked down. The Game Judge may award +/- modifiers based on the attacker's or defender's size and/or the method being used to affect the attempted knockdown.

4) Dirty Tricks - Gouging, biting, applying a choke hold, striking or kicking a particular area of the body, throwing substances at defender's eyes, etc. Such "specific" hits must be made at a minimum penalty of -4 on the attack die. Damage is usually as per the "Attack" maneuver, with "blinding" attempts having a 50/50 chance of accomplishing the desired effect (check each eye). If the purpose of the dirty trick was to stun, shock, confuse, or cause a specific reaction from the victim, a save vs the appropriate attribute can be used to determine the victim's reation.

Note: Brawling/grappling is one example where the optional Modified Saving Throws rules should not be used. This will keep added modifiers to a bare minimum, and speed up play.



Beastmaster

BEASTMASTER

COMBAT CAPABILITIES: Special; natural ability is as per a Highly Trained character.

ALIGNMENT: Neutral.

RACE: Human.

MINIMUM ATTRIBUTES: STR: 12, WILL: 12, CHA: 15.

SPECIAL ABILITIES: Communicate, influence, control animals; surprised only on a roll of "1" on a d8; wilderness survival abilities, others (see text).

RESTRICTIONS: No metal armor, limited weapon proficiency.

Beastmasters are men and women who possess the ability to communicate with, influence and even control many types of animals. Some beastmasters acquire their abilities by chance; lost or abandoned in the wilds, a child will occasionally be raised by animals and thus learn their ways. Most, however, learn their skills from another beastmaster, for it is the way of these individuals to pass on their secret lore from father to son, and mother to daughter.

Beastmaster lore is essentially the knowledge and understanding of the ways of the creatures of the wild. Those who are chosen to possess such knowledge learn to speak the languages of animals, and how to gain their friendship and allegiance. No beastmaster will ever reveal the secret of their abilities until it comes time to pass them on to their offspring.

Like most wild animals, all beastmasters will be of neutral alignment. Though often on good terms with scouts, shamans and druids (and occasionally witches and warlocks), beastmasters generally have little liking for men and women of civilized aspect. Those who hunt animals purely for sport are particularly despised by beastmasters, who will usually retaliate if animals who live in their own domains are killed in this manner. Though beastmasters have no qualms about traveling to civilized areas such as villages, towns and cities, they prefer to make their home in the wilds.

All beastmasters have the following abilities and restrictions in common:

1. As they are skilled in wood lore, beastmasters can survive for unlimited periods of time in wooded areas by forraging for food and water. In any given 100"x100" area of wilderness, a beastmaster will be able to locate enough food and water to sustain a minimum of 1-4 people for one day (at least one hour must be spent for forraging to yield this amount of sustenance). They can detect common poisonous plants on sight, and will know the properties of any relatively common herb or plant. Beastmasters are also able to identify the tracks of any wild animal and determine the general age of any track or trace.

2. A beastmaster may initially know two of the eight primary animal languages and may learn one additional language per every two levels of ability gained. Note that even though a beastmaster speaks a creature's language, there is no guarantee that a normally aggressive animal will be friendly; still, beastmasters must always be allowed a chance to "influence" (see #3) even the most hostile creatures, so long as they can speak the animal's language. The eight primary languages are:

   Simian: the language of apes, and ape-like creatures.
   Feline: the language of all species of cats.
   Canine: the language of dogs, wolves, hyenas, coyotes, etc.
   Equine: the language of horses.
   Avian: the language of birds.

Piscine: the language of all fish and aquatic animals.
Saurian: the language of all reptiles and amphibeans.
Ancient: according to legend, the ancient tongue was the first known language. It is usually only spoken by dragons and other mythical beasts. Beastmasters may not learn this language until all the other primary languages have been learned.

3. All beastmasters possess the ability to influence animals and such monsters as may be classified under one of the language types. This ability is similar to the cleric's/mystic's ability to turn undead; success or failure is determined by rolling a d20 on the BEASTMASTER INFLUENCE table. Influence may only be attempted vs creatures whose language the beastmaster knows, and may be used in any of the following forms:

   A. **Call:** This is similar to the witch/warlock's ability, but is not magical in nature. A beastmaster may call only one type of creature in any given one-mile radius area; if the beastmaster (or Game Judge) has determined that the type of creature being called is in the area and the die roll indicates success, one creature of the specified type will respond to the call. The creature will take 1-4 minutes to arrive; when it does, the beastmaster may converse with it and/or attempt to befriend or master it. The maximum number of creatures which may be called increases by +1 per every two levels of experience which the beastmaster possesses.

   B. **Befriend:** This ability may be employed vs any creature who has been encountered or called by the beastmaster, so long as the beastmaster speaks the creature's language. Any creature who has been befriended will offer its aid to the beastmaster for up to 24 hours. The maximum number of creatures who may be so befriended per day is one creature per every two levels of the beastmaster. Any attempt to befriend is made at a penalty of -1 on the BEASTMASTER INFLUENCE table.

   C. **Master:** This is the ability to gain permanent control over any one creature. Mastery may be gained by making a successful die roll on the BEASTMASTER INFLUENCE table at a penalty of -2 on the die. If the die roll is successful, the creature has been mastered, and will willingly become the beastmaster's companion and ally. A failed attempt indicates that the beastmaster will never be able to master that particular creature. Hostile creatures will be aware of this and attack the beastmaster at once.

      Any creature who has been successfully mastered will remain with the beastmaster thereafter, or until such time as it is released from service. Creatures released from mastery will always return to their home in the wild. If it ever encounters its former master again, the creature will always react in a friendly manner, though the beastmaster may never again seek to master it (release from mastery is permanent). A beastmaster may only retain one such animal companion per every three levels of experience.

4. In manner of speech and physical appearance, beastmasters will always seem to be "savages" to civilized men and women, aristocrats, clergy, and nobility. In truth, beastmasters are often made to feel woefully out of place in any civilized setting. In game terms this translates as a -1 penalty for any save vs Charisma or reation die roll needed for encounters with "civilized" or aristocratic folk. Conversely, beastmasters receive a +1 bonus with respect to enounters with relatively "uncivilized" peoples or tribes of any sort.

5. In addition to the animal languages which a beastmaster may know, all beastmasters are able to communicate in the local common tongue, their alignment language, and sign language. Sign is a useful language, as it is known to many primitive peoples and tribal groups. As they have no formal educational background, beastmasters are 90% illiterate with regard to "civilized" writings of any type (books, scrolls, maps, etc.). Conversely, they are 90% likely to be able to decipher writings or notations of purely primitive aspect (totems, cave paintings, tribal markings, war paint, calendar stones, etc.).

6. Like wild animals, beastmasters possess exceptionally keen senses. They are surprised only on a roll of "1" on a d8, and surprise opponents 50% of the time. At night a beastmaster can see as well as a jungle cat, though this ability does not apply with respect to magical darkness.

7. A beastmaster's ferocity in battle is such that (non-animal) opponents of lesser hit dice or level must save vs Will or be so intimidated that they will attack and defend at a penalty of -1 (this stricture applies only to creatures or individuals who are actually engaged in combat with the beastmaster). Furthermore, anytime a beastmaster has received wounds which together equal ½ or more of the character's total hit points, he or she will go into a berserker-like rage that will last for 1-4 rounds (+1 round per level of the beastmaster). This will also occur anytime the beastmaster is trapped or cornered.

Beastmasters may initially be proficient in 1 weapon, and may learn to use one additional weapon per every three levels of experience. Choices of weaponry are limited to spear, dagger, club, short bow, and axe (at the Game Judge's option, boomerangs, blowguns, or other "unusual" weaponry may be added to this list) until the beastmaster reaches third level, at which time one type of sword may be learned. Wooden or animal hide shields can be used, with leather or animal hide armor.

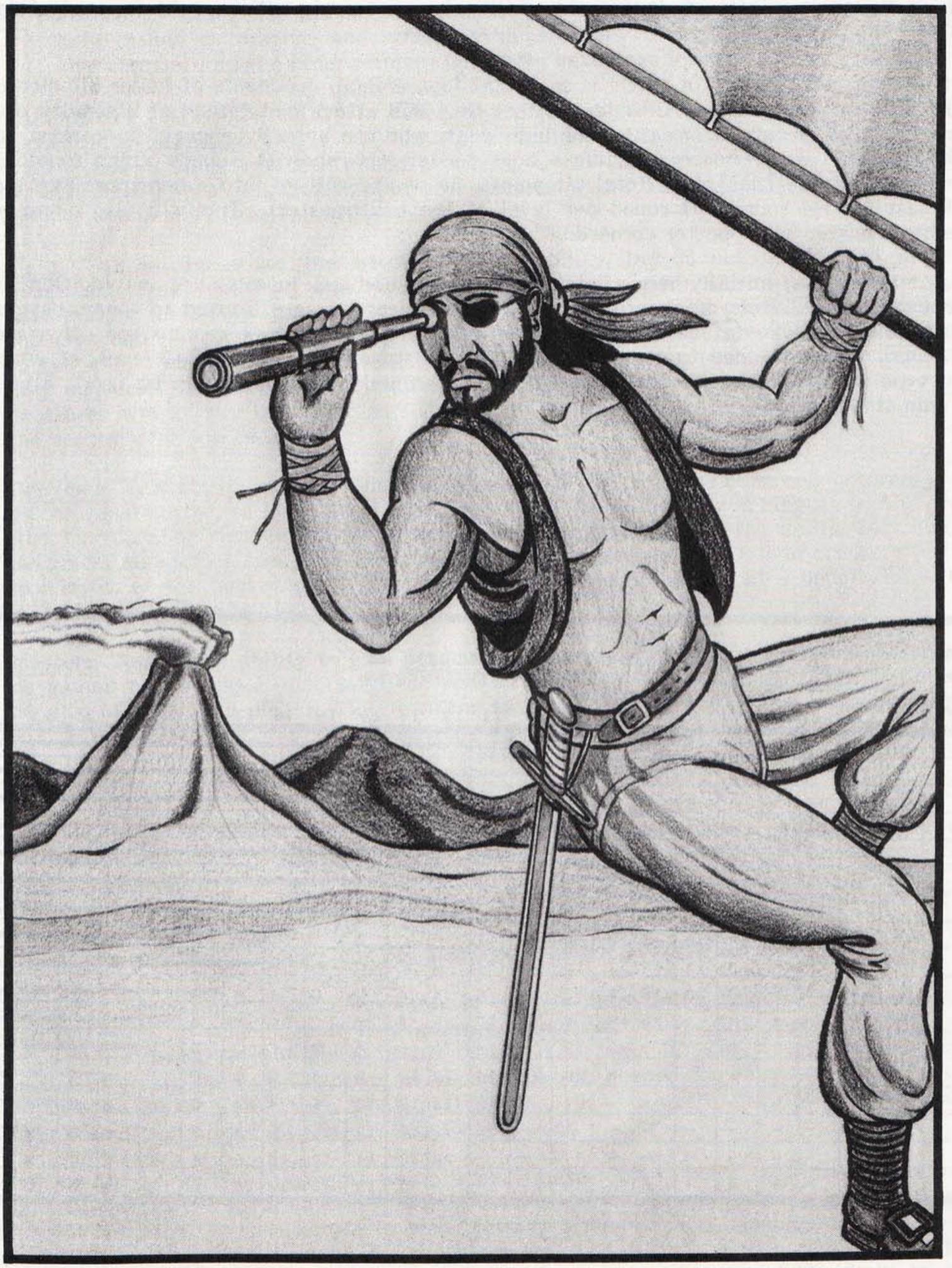
BEASTMASTER'S INFLUENCE

Level/Hit Dice of Animal or Creature	LEVEL OF BEASTMASTER																							
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
1	10	6	4	2	C	C	B	M	═	═	═	═	═	═	═	═	═	═	═	═	═	═	═	═
2	12	10	6	4	2	C	C	B	M	═	═	═	═	═	═	═	═	═	═	═	═	═	═	═
3	14	12	10	6	4	2	C	C	B	M	═	═	═	═	═	═	═	═	═	═	═	═	═	═
4	18	14	12	10	6	4	C	C	C	B	M	═	═	═	═	═	═	═	═	═	═	═	═	═
5	20	18	14	12	10	6	4	2	C	C	B	M	═	═	═	═	═	═	═	═	═	═	═	═
6	–	20	18	14	12	10	6	4	2	C	C	B	M	═	═	═	═	═	═	═	═	═	═	═
7	–	–	20	18	14	12	10	6	4	2	C	C	B	M	═	═	═	═	═	═	═	═	═	═
8	–	–	–	20	18	14	12	10	6	4	2	C	C	B	M	═	═	═	═	═	═	═	═	═
9	–	–	–	–	20	18	14	12	10	6	4	2	C	C	B	M	═	═	═	═	═	═	═	═
10	–	–	–	–	–	20	18	14	12	10	6	4	2	C	C	B	M	═	═	═	═	═	═	═
11	–	–	–	–	–	–	20	18	14	12	10	6	4	2	C	C	B	M	═	═	═	═	═	═
12	–	–	–	–	–	–	–	20	18	14	12	10	6	4	2	C	C	B	M	═	═	═	═	═
13	–	–	–	–	–	–	–	–	20	18	14	12	10	6	4	2	C	C	B	M	═	═	═	═
14	–	–	–	–	–	–	–	–	–	20	18	14	12	10	6	4	2	C	C	B	M	═	═	═
15	–	–	–	–	–	–	–	–	–	–	20	18	14	12	10	6	4	2	C	C	B	M	═	═
16	–	–	–	–	–	–	–	–	–	–	–	20	18	14	12	10	6	4	2	C	C	B	M	═
17	–	–	–	–	–	–	–	–	–	–	–	–	20	18	14	12	10	6	4	2	C	C	B	M

MODIFIERS:

-1 FOR ANY ATTEMPT AT BEFRIENDING
-2 FOR ANY ATTEMPT AT MASTERY

– = UNABLE TO INFLUENCE
C = AUTOMATICALLY CALLED
B = AUTOMATICALLY BEFRIENDED
M═══ = AUTOMATICALLY MASTERED



Buccaneer

BUCCANEER

COMBAT CAPABILITIES: Highly Trained.

ALIGNMENT: Any neutral or evil alignment.

RACE: Human, ½ orc, ½ elf (rare).

MINIMUM ATTRIBUTES: STR: 12, INT: 10.

SPECIAL ABILITIES: Special attacks (see text), seamanship, read languages, appraise treasure.

RESTRICTIONS: No metal armor or shield; must be proficient in the use of the cutlass (treat as per a bastard sword).

Buccaneers are fighter/thieves who ply their trade upon the oceans and waterways of the world. Though somewhat lacking in the finer points of combat, the buccaneer's unorthodox and brutal style of swordplay makes them the equal of most highly trained fighters.

All buccaneers may initially be proficient in two weapons, one of which must be the cutlass. Other weapons useable by this class are the whip, flail, dagger, scimitar, falchion, harpoon (treat as a barbed javelin), throwing knife and club. Buccaneers may learn one additional weapon per every three levels of experience. They will never use shields or metal armor of any sort, both types of armament being too cumbersome for their particular needs.

At close quarters, buccaneers are tenacious fighters who prefer a head-on assault to more subtle tactics. Their style of fighting is more akin to brawling than fencing, making the cutlass an ideal weapon for their purposes. Weighing ten pounds, this weapon will do as much damage with its cutting edge, as it will if employed as a bludgeon. In the hands of an expert, a cutlass is a viscious weapon, perfectly suited to the opportunistic (some say dirty) tactics employed by buccaneers. When engaged in melee, buccaneers may employ the standard forms of attack, or may use any one of the following tactics:

1. **Press:** A press is essentially a redoubling of attacks, aimed at forcing an opponent to give ground. Though especially effective (+1 to hit) when used in conjunction with a heavy weapon such as the cutlass, this tactic is very tiring: a buccaneer can only "press" for two rounds (+2 rounds per level) in any given melee without becoming exhausted (-1 to hit per round thereafter). Any hit scored on an opponent while pressing does normal damage, and forces the victim 1-4 feet backwards. Furthermore, as long as a buccaneer is using this tactic, the opponent is -1 to hit, due to the redoubled strokes of the buccaneer's attack. A press can only be countered by parrying or giving ground (retreating).

2. **Rush:** A rush is a savage, short-range charge aimed at bowling over an opponent. It may only be used when closing to attack, and cannot be employed vs greater than man-sized creatures. Against normal-sized opponents, however, this tactic can be quite devasting, even though it is not without its own risks. To execute a rush, the buccaneer must charge and batter the opponent with either a shoulder, forearm, or the flat of his sword. A rush is always +2 to hit, and if a hit is scored, the opponent must save vs Dexterity or be knocked down. Though a successful rush does no actual damage to the victim, the buccaneer always gains a free attack against the prone victim (at the player buccaneer's option this free attack may take the form of an attempted waylay; see #3). The risk involved in this tactic is that if the buccaneer does not hit on the attempted rush, the intended victim is allowed a free attack.

3. **Waylay:** Although similar in effect to the spy's ability, buccaneers may only use this tactic vs opponents who are: 1) surprised, 2) already engaged in melee and unaware of the buccaneer's presence, or 3) lying prone as the result of a fall or "rush" attack.

In addition to their combat skills, buccaneers are proficient in the use of the grapnel, or grappling hook. Commonly used to board enemy ships, the grapnel is also handy for scaling walls. Player/buccaneers should be given substantial bonuses for any action that involves the use of ropes, such as climbing, swinging across any wide expanse, tying or untying knots, etc. As they progress in level, buccaneers also gain the following abilities:

1. **Seamanship:**

   A. 3rd level buccaneers are capable of piloting any small to medium-sized sailing vessel.

   B. At 6th level, the ability to pilot large sailing ships is gained. A buccaneer of this level can accurately predict the weather for the following day (by making a successful save vs Intelligence) and navigate by the stars with 95% accuracy. 6th level buccaneers are qualified to hire on as a navigator or a first mate.

   C. A 9th level buccaneer is qualified to be a captain and may be recognized as a leader and commander of men. Buccaneers of this level may purchase a large sailing vessel (merchants are usually preferred for speed and cargo capacity) and attract or press into service a suitable crew. Most pirate crews will consist of low-level buccaneers, fighters, thieves, escaped slaves, and disgruntled sailors. The maximum number of crewmen which a buccaneer captain may attract is normally 5x the player/buccaneer's Charisma; however, additional crew may be found by other, more direct means, such as taking captives from plundered ships or pulling into a port city and shanghaing a few able-bodied men. In the latter case, the captain sends a "press gang" (6-12 of the burliest crew members, armed with clubs) out to prowl the portside bars and taverns; a press gang will usually be able to shanghai (mug and kidnap) 2-12 drunken but hardy "volunteers" in a night's worth of work. By the time the luckless drunkards awaken, the ship will have set sail, and they will be off to the start of a brand new career as pirates (whether they like it or not).

2. **Appraise treasure:** Buccaneers have a keen eye for plunder of all sorts, and are able to appraise the worth of any gems, coins or jewelry, +/- a 10% chance of error.

All buccaneers speak the common tongue, their alignment tongue, and thieves' cant. There is also a 25% chance (check once per level) that a buccaneer knows or will learn how to communicate in sign, the language of hand gestures used by certain island tribes.

Note: Buccaneers need not be restricted to adventuring solely on the high seas. River piracy, island exploration, and searches for buried treasure are just a few of the options available to both player and non-player characters. Buccaneers may be employed as smugglers, fences for stolen treasure, kidnappers, and as guides, navigators, or pilots when adventuring across any body of water.

Gladiator

COMBAT CAPABILITIES: Highly Trained.

ALIGNMENT: Any.

RACE: Human, half-orc.

MINIMUM ATTRIBUTES: STR: 14, DEX: 12.

SPECIAL ABILITIES: Choice of two of the following: boxing, wrestling, animal training.

RESTRICTIONS: No armor heavier than studded leather, limited missile-weapon use.

Gladiators are professional fighters who specialize in both close-range and weaponless combat. Though limited with respect to using missile weapons, gladiators may well be the deadliest class of fighters when encountered at close quarters. Trained to fight in arenas, pits and enclosed areas, gladiators are skilled in-fighters, and are the only class of characaters who may learn to wrestle and box. Due to the time required to master their non-weapon skills, a gladiator may initially be proficient in the use of only two of the following weapons: dagger, short sword, long sword, club, flail, whip, spear, trident, and throwing net. A gladiator may gain proficiency in one new weapon per every four levels of ability, but cannot use any type of bow, crossbow or sling (spears and tridents may be used as missile weapons if desired). Armor heavier than studded leather is likewise prohibited, as more cumbersome protection would restrict the gladiator's weaponless combat skills. A small shield or throwing net may be used to ward blows, but only if the gladiator is engaged in combat with a weapon. If a net is used to parry, a successful parry means that the attacker's weapon-bearing arm (or claw, tail, etc.) is entangled. A save vs Strength is required to get free of a tangled net, or it may be cut during the victim's next move. In addition to their weapon-using skills, gladiators may choose to be proficient in any two of the following three abilities:

1. **Boxing:** Boxing is the skilled use of the fists (with or without cesti). All attacks are doubled when using this skill, and parrying is possible if cesti or leather arm protection is worn. Anytime a gladiator with this skill scores a blow which does the character's maximum possible damage, the victim must save vs Constitution or be knocked down (and stunned for one rd.). A gladiator may attempt a knockout by accepting a -3 penalty on the attack die; a successful hit will do double damage and cause the victim to make a save vs Constitution or lose consciousness for 1-4 minutes. If the save is successful, the victim takes the damage but is not knocked down or knocked out. All boxing damage is ½ actual; 50% of such damage will "heal" naturally at the rate of 1-8 points per each minute of rest.

2. **Wrestling:** Wrestling is skilled grappling, and gladiators with this ability may attempt any restraint or knockdown tactic without the usual non-proficiency penalty (see BRAWLING/GRAPPLING, chapter one). Gladiators who possess wrestling skill may also attempt any of the following maneuvers:

A. **Takedown:** A takedown is a maneuver which allows the gladiator to throw and bring down an opponent. At the player/gladiator's option, the throw may be a "slam" (illegal in competition) which will cause an opponent to save vs Constitution or be stunned for 1-2 rds. A takedown requires both skill and strength, and may be attempted against any bipedal creature up to 8 ft. in height (weight limit is equivalent to the gladiator's maximum encumbrance). Any gladiator attempting a takedown must accept a penalty of -3 on the die, and must forego any attempt at parrying or dodging. A "hit" indicates that the takedown attempt is successful, and the victim has been forcibly brought to the ground under the gladiator's control (consider victim to "restrained"). Characters with wrestling ability cannot attempt this maneuver.

B. **Hold:** A hold is a sophisticated wrestling maneuver requiring skill, strength, leverage and body position. Even vs non-wrestlers, holds are difficult to apply, as the attacker must find (or create) an opening and exploit it with quickness and split-second timing. Characters without wrestling ability cannot use this attack form. Any attempt at applying a hold is always made at a minimum penalty of -3, unless attempted from behind or attempted after a successful takedown (no penalty in either case). There are many different types of holds (hammerlocks, ½ nelson, full nelson, "chicken wing", etc.) but rather than describe each, it is much simpler to say that all holds have the following in common:

- A successfully applied hold will completely restrain the victim (no chance of stabbing the gladiator or using any dirty trick).

- The procedure for escaping a hold is the same as per escaping from a restraining maneuver with one exception: if the victim is a wrestler, he or she may opt to save vs Dexterity rather than Strength.

- Once a hold has been successfuly executed, the attacker may increase the amount of pressure being applied upon the victim's limb(s) in such a way as to cause extreme pain. This application of a hold will have the useful side effect of forcing the victim to save vs Will (1x per each minute of pressure) or submit to the gladiator; i.e., surrender, drop a weapon, answer a question, etc.

- If the attacker desires, a hold can be used to cause damage (1-3 pts. per minute + strength bonuses, with a 1 in 6 chance of dislocating or breaking one of the victim's limbs per round).

Note: A non-wrestler grappling with a skilled wrestler is about as ludicrous a sight as a non-boxer trying to trade punches with an accomplished pugilist; to say the least, the non-skilled antagonist's chances are pretty slim in such an unfair fight. When two skilled wrestlers meet in combat, it is quite a different story, however. In such cases, the Game Judge should allow each wrestler to avoid a takedown attempt or hold if the defender makes a successful save vs his or her Dexterity. The same method can be used to escape from a hold. Optionally, the Game Judge may compare the levels of the two wrestlers, find the difference between the two, and award "plus" modifiers to the saves of the superior wrestler. Wrestling may be done for wagers, or in the arena if a stadium or colluseum is available. Characters who seek to wrestle in the arena must find and procure an agent, who will arrange matches for 20-50% of the gladiator's earnings. In some cities and towns, festivals are held with wrestling competitions. The best wrestler in the city or town may earn both a sizeable fee and a great deal of (alas temporary) adulation.

3. **Animal Training:** Gladiators who choose this skill will be able to train certain wild animals (not monsters) under the following conditions:

A. A gladiator can only train an animal of lesser level or hit dice than his or her own level of ability.

B. Gladiators can train any species of wild cat (such as lions, panthers, leopards, etc.), canines, apes, and bears.

C . The time required in weeks to train any wild animal can be estimated by adding 20 to the level or hit dice of the animal, and subtracting the trainer/gladiator's Charisma score from this figure. At the end of the allotted number of weeks, the animal will be trained to obey one command of its master (such as "attack", "fetch", "stay", etc.). Additional commands/skills/tricks can be taught to the animal at the rate of one per each month of further training. It is assumed that all training requires the gladiator to expend approximately four hours a day with the animal that is to be trained. No more than one day per week may be missed during the training period, or the week doesn't count. A gladiator may train any number of animals, but can only control as many levels or hit dice worth of animals as he or she has levels of ability. Trained animals may be sold for at least 100 g.p. per level or hit dice of the creature. Each additional command skill which the animal has been taught will usually double its worth. Gladiators who choose to specialize in animal training are always +1 to hit (and to defend against) all types of wild or trained animals (not monsters).

Harlequin

HARLEQUIN

COMBAT CAPABILITIES: Trained.

ALIGNMENT: Any chaotic alignment.

RACE: Human, ½ elf.

MINIMUM ATTRIBUTES: CHA: 15, INT: 12, DEX: 14.

SPECIAL ABILITIES: Oratory, lying, mimicry, impersonation, others, (see text).

RESTRICTIONS: Nor armor or shield of any sort (see text).

Harlequins are actors and performers of exceptional versatility and talent. Though similar in mode of dress to jesters, harlequins consider themselves superior in all aspect to their clownish rivals, and will never take work as a professional fool. Not surprisingly, the animosity between these two classes is mutual; jesters consider harlequins to be little more than frustrated actors.

Harlequins may only be proficient in two weapons. Choice of weaponry includes the dagger, short sword, sling, rapier, and throwing knife. While the number of weapons which a harlequin can gain proficiency in is somewhat limited, they may acquire specialized skills with either the rapier or the throwing knife (not both). Armor or shields may not be used by members of this profession unless they are necessary to affect an impersonation; while wearing armor of any type, a harlequin will not be able to utilize any Dexterity-related skills (such as Juggling, Acrobatics, Sleight of Hand, etc.).

The primary ability of harlequins is acting. In order to use any of the various acting skills, a harlequin (naturally) requires an audience of some sort. This audience can be as small as a single person, or as large as two or three hundred, depending on the circumstances. In any case, % dice are rolled on the HARLEQUIN'S ABILITIES table to determine the success or believability of any "performance". Note: If necessary, the harlequin's chances of getting the attention of an audience (of any size) can be determined by rolling a save vs. the harlequin's Charisma. Failure means the audience takes no notice whatever of the harlequin. A harlequin's acting skills include:

1. **Oratory:** This is the ability to affect a desired emotional response in an audience by the use of invective, calculated gestures, and picturesque speech. The harlequin must decide beforehand what type of response he or she will attempt to illicit; failure means the harlequin's oration has had the exact opposite effect as was intended. Possible responses are:

   A. **Sympathy:** The audience will become very sympathetic towards whatever cause the harlequin is exposing. A sympathetic crowd will be 50% likely to offer aid to the harlequin if he or she so desires (50% of the time they will merely feel sympathetic, but take no action).

   B. **Antipathy:** The audience will become very anger towards any subject the harlequin designates as a threat, nuisance, "affront to all good minded people", etc. There is a 50% chance that an audience that has been so angered can be incited to riot, or do violence to the designated subject(s) of the harlequin's oration. If not, there will be much shouting and milling about, but no action.

   C. **Fascination:** The audience will become very attentive and fascinated with whatever the harlequin is doing or saying. To affect this response, the harlequin must either be in costume, wearing makeup (such as the traditional whiteface used by mimes), or using some sort of prop (such as a deck of cards, juggler's pins or balls, etc.). This particular response requires a fair amount of banter and huckstering in order to be effective and can be used to cause a distraction, diversion, or simply to stall for time. Audience interest always wanes after 5 minutes, requiring another % die roll to maintain their attention. Failure to generate Fascination always results in Boredom (see Boredom).

D. **Boredom:** The audience can be lulled into a mild stupor, and made to become quite apathetic and disinterested in whatever the harlequin chooses to designate as the subject. While this response is most often thought of as the bane of performers, it does have certain practical applications. The attention span of a bored audience is about 5 mintues, after which the listener(s) will grow restless and begin to leave (note that this may be the exact responses that a harlequin is looking for). Failure to generate Boredom results in Fascination, but of a very unfavorable kind; the audience in this case will be very interested in jeering and verbally abusing the orator. For each minute thereafter that the harlequin continues the oration, there is a cumulative 10% chance that the audience will become hostile, and begin pelting the harlequin with whatever is handy (fruit, garbage, bottles, rocks, etc.). If the harlequin doesn't make a hasty retreat, the audience will run him (or her) out of town in very rough fashion.

2. **Lying:** Harlequins are skilled liars, and will often use this ability to deceive, mislead and baffle those who oppose their own interests. Lying may take the form of a "sob story" (good for sympathy from bill collectors, shop owners, etc.), exaggeration (bluffing, attempting to assume the guise of an important or dangerous figure), or denial of guilt (even when caught red-handed). % dice must be rolled to determine if any lie will be believed. Optionally, the Game Judge may award a +5-20% bonus for exceptionally clever lies. If the lie is believed, the victim may still be suspicious of the harlequin, but will take no hostile or drastic action.

3. **Mimicry:** This is the ability to verbally reproduce the vocal sounds and speech of humans and humanoid creatures. The harlequin must, of course, hear the voice he or she will try to mimic prior to making any such attempt, and may only mimic short (seven words or less) phrases of speech unless the individual being mimicked is well known to the harlequin. Furthermore, unless the harlequin is fluent in the language spoken by the subject, he or she will only be able to mimic those words or phrases which the harlequin has actually heard.

4. **Impersonation:** This ability combines all the harlequin's various acting skills, and allows the harlequin to assume the guise of any human or human-size creature. A make-up kit is needed in order to affect the Impersonation, as well as suitable costuming. If a specific individual is to be impersonated, the harlequin must have gained a reasonable degree of familiarity (close observation for a minimum of one hour) before the attempt can be made. Note that it is quite difficult (-25%) to fool an "audience" that is extremely familiar with an individual whom the harlequin is attempting to Impersonate, but harlequins suffer no additional penalties for attempting to Impersonate a member of the opposite sex.

Besides their acting skills, harlequins may also choose to be proficient in any three of the following six talents:

1. **Juggling:** This skill allows the harlequin to juggle three reasonably balanced objects (weighing no more than 5 pounds apiece) for an indefinite amount of time. The total number of items improves by +1 per each additional level of experience gained. Harlequins with this skill will be proficient at throwing any hand-held item (not including weapons), or be able to catch any thrown missile weapon by simply making a successful save vs his or her Dexterity. Failure to make the save, however, means that the harlequin is automatically struck by the missile he or she was trying to catch. In a single round, harlequins with this skill can throw $\frac{1}{2}$ as many items as they can juggle.

2. **Knife-throwing:** This skill allows the harlequin to specialize in the use of any knife that is balanced for throwing. The superior accuracy of trained knife-throwers is well documented, and harlequins who chose to learn this ability receive a +2 bonus to hit with regard to this weapon. Furthermore, at ranges of less than 20 ft., the deadly accuracy of this skill will allow a harlequin to "call" the location of any throw. The minimum size of a "called" target is a 2 inch diameter area, and the harlequin must forego the usual +2 bonus to hit and accept a -3 penalty for the aimed shot. A successful "called" shot to any vital area (throat, heart, etc.) will do double damage, and cause the victim to save vs Constitution or die within 1-4 rds. This tactic may only be attempted once per rd. and may not be used vs opponents who are dodging behind cover of any sort, or engaged in close combat with other individuals.

3. **Acrobatics:** Harlequins with acrobatic skills will be able to use any of the following abilities, with success or failure determined by a save vs the harlequin's Dexterity:

   A. **Climbing:** Harlequins with acrobatic ability excel at climbing ropes or sheer surface. A save vs Dexterity must be made once per every 20 ft. of rope or 10 ft. of wall being scaled. Failure to make the save indicates a fall, though a harlequin may possibly avoid taking falling damage by the successful use of the Pratfall ability (see below).

   B. **Pratfall:** This is the ability to avoid taking damage from a sudden fall. The maximum "safe" falling distance is 10 ft., +2 ft. per level of the harlequin. The harlequin may roll to cushion the impact of a fall, or attempt to land on his or her feet (-2 penalty in the latter case).

   C. **Leaping:** This is essentially the same as per the Swordsman's leaping ability, with one exception: the harlequin may use this skill as an attack form by leaping upon an opponent from above (1-6 points of bludgeoning damage per each 10 ft. of drop, the harlequin taking ¼ of the total damage) or hurling himself (or herself) directly at an opponent. In the latter example, damage is limited to only 1-4 points, but the victim of such an attack must save vs Dexterity or be knocked to the ground. In any case, a "to hit" roll is not necessary for this form of attack.

   D. **Stunt:** This is the premier ability of harlequins who possess acrobatic skill, and perhaps the most interesting. A player/harlequin who elects to attempt a stunt may combine up to three acrobatic maneuvers of any type, with success or failure riding on a single die roll vs the player's Dexterity. So long as none of the chosen maneuvers is especially time consuming (such as climbing more than 10 ft. of wall or rope), the combination of moves can usually be performed within 1 round. As an example, a player/harlequin may state that he or she will attempt a stunt involving three separate maneuvers: (1) the harlequin will leap from a high balcony and grab a chandelier, (2) swing across the room and hurl himself through a stained glass window, and (3) land safely on the ground, 10 ft. below.

   So long as none of these maneuvers is individually beyond the harlequin's capabilities, the stunt has a chance of succeeding. If this is not the case, the stunt will always fail. If the stunt fails (for any reason), the exact point where the failure occured is simple enough to determine by rolling a d6 and dividing by two: a result of 1-2 means the first maneuver was the one that failed, 2-3 means the second maneuver, etc. Depending on which maneuver failed, the consequences could vary considerably, and it is up to the Game Judge to determine the possible ramifications of a failed stunt. It should be noted that despite the obvious risks involved, a stunt is the only way in which a harlequin can attempt more than one acrobatic maneuver in a given round.

4. **Sleight of Hand:** Harlequins with this ability are capable of attempting any of the relatively minor feats of so-called magic which a sideshow "magician" is capable of doing. This repertoire of tricks can range from the standard "rabbit out of a hat" routine, to making small items such as coins, jewelry and the like "disappear" (or mysteriously "appear" in someone else's pocket, hair, hat, etc.). The latter type of trick is performed by "palming" (concealing in the hand) the item in question and offers many practical applications to the clever player, while the former type of trick requires that the player/harlequin obtain the necessary props prior to any such attempt. In both cases, a successful save vs Dexterity means that the "audience" has not detected the sleight of hand. Depending on their intelligence, certain audiences may be convinced that the harlequin is a real magician or wizard.

5. **Minor magic:** Harlequins with this skill may learn one first level sorcerer's spell per every four levels of ability, are 50% likely to be able to decipher any relatively simple magical script, and may use any type of magical rod or wand. Note that harlequins with this skill may never rise above the first level of magical ability with respect to the potency of their spells.

6. **Fencing:** The Dexterity of harlequins is such that they may become quite skilled with the rapier or dueling sword. Player/harlequins who choose this ability receive a +1 bonus when attacking or parrying with a rapier.

HARLEQUIN'S ABILITIES

LEVEL	ORATORY	LYING	MIMICRY	IMPERSONATION*
1	45 %	40 %	25 %	85 %
2	50	45	30	86
3	55	50	35	87
4	60	55	40	88
5	65	60	45	89
6	70	65	50	90
7	75	70	55	91
8	80	75	60	92
9	85	80	65	93
10	90	85	70	94
11	95	90	75	95
12	96	93	80	96
13	97	95	85	97
14	98	97	90	98
15 +	99	99	95	99

*-25% IF THE CHARACTER BEING IMPERSONATED IS VERY WELL KNOWN (CLOSE FRIEND, ASSOCIATE, ETC.) BY THE HARLEQUIN'S AUDIENCE.

BONUSES:

CHARISMA OF 18 = + 10% ALL ACTING SKILLS, EXCEPT MIMICRY
CHARISMA OF 17 = + 5 % ALL ACTING SKILLS, EXCEPT MIMICRY

INTELLIGENCE OF 18 = + 10% FOR MIMICRY ABILITY
INTELLIGENCE OF 17 = + 5 % FOR MIMICRY ABILITY

THE HUNTER CLASS

Hunters are individuals who are skilled in the art of tracking all types of prey. The hunter class consists of three distinct sub-classes: scouts, bounty hunters, and witch hunters. Though each sub-class has its own special skills, all have the following restrictions and abilities in common:

Weapon proficiency: All hunter class characters may initially be proficient in two weapons, and may gain proficiency in one additional weapon per every three levels of ability.

Armor: Because tracking requires mobility, hunter class characters are prohibited from using any armor heavier than light chain mail. Small or medium shields may be used, but like chain mail these items must be well cared for (oiled) in order to avoid corrosion due to exposure to the elements.

Hunter class abilities:

1. **Tracking:** The primary skill of all hunter class characters, tracking is the ability to locate and follow even the faintest trails and traces left behind by most types of ambulatory creatures. A hunter class character's chance of locating tracks is a maximum 95%, subject to the following modifications:

   A. The chance of locating tracks decreases by 5% per every hour of rain or snow which has fallen since the tracks were made. Likewise, every 24 hours that has passed since a track was made reduces chances of success by -5%.

   B. Each level of ability of the hunter increases the chances of locating old or weather-worn tracks by +5%. Note that this increase in ability cannot raise a hunter's actual tracking ability above the 95% maximum.

   Once a track has been located, the hunter will be able to follow it (without the need for further % checks) unless the party being tracked has made any one of the following maneuvers:

   - Crossed or entered a stream, pond, or other body of water.
   - Passed through terrain which is mostly rocky in nature.
   - Entered a building, or any area which has wooden or stone floors. Tracking % under such circumstances is always reduced by ½, and an additional % check must be made for each 100 ft. of "trail" which the hunter is trying to follow.

2. **Read tracks:** This is the ability to determine the type (or types) of creature that made any set of tracks, the number of creatures in the party, and the age of the tracks. Logically enough, no track can be read until it has been found (use the tracking % to determine if the hunter can find any trail). Identification of tracks is also subject to the Game Judge's opinion of whether or not the hunter who is "reading" the tracks is familiar with the creature who made them. At the Game Judge's option, certain tracks may be described ("large", "four-clawed", "iron-shod soles", etc.) rather than actually identified. Note that traces, markings or even discarded items may be used to indicate the presence of a "trail". Clues of this type could be very revealing or very misleading, depending upon their interpretation. Scraps of food, bits of torn cloth, blood stains, ashes, embers, scratches on a rock or tree, a bent blade of grass, etc. are just a few examples of what could be found instead of "footprints". Reading tracks is subject to the same modifiers (age, weather, etc.) as tracking.

3. **Move silently:** This is the ability to pass through any type of terrain or surroundings without making noise. This skill is very useful to hunter class characters for purposes of surprise and capture. It is not possible to move silently at greater than ½ normal speed, nor is it possible to do so while mounted.

4. **Camouflage/ambush:** This is the ability to affect concealment by utilizing natural surroundings such as shrubs, branches, vines, etc. It can be used to disguise the location of living creatures or inanimate objects such as spare equipment, treasure, etc. The amount of materials or individuals which can be effectively camouflaged is equivalent to 9 cubic ft. (3x3x3 ft., similar to a crouching humanoid). Each additional 9 cubic ft. reduces chance of success by -5%. The success or failure of any attempted ambush is determined by rolling % dice on the HUNTER CLASS ABILITIES table. Any attempt at camouflage requires appropriate materials and a

minimum of 5 minutes of preparation per each 9 cubic ft. of materials (or individuals) being hidden. Note that camouflage may not fool creatures who possess an exceptionally keen sense of smell, psychic powers, etc. Furthermore, camouflaged individuals must remain stationary in order for the concealment to have any chance of success.

5. **Set, disarm or detect snares:** This ability pertains only to the types of traps used in outdoor settings, for it is related both to camouflage and the detection of camouflaged (hidden) traps. Failure to successfully disarm a snare means the hunter is caught in it.

HUNTER SUB-CLASSES

Scout

COMBAT CAPABILITIES: Highly Trained.

ALIGNMENT: Any.

RACE: Human, ½ elf, elf (rare).

MINIMUM ATTRIBUTES: STR: 14, INT: 12, DEX: 14.

SPECIAL ABILITIES: Hunter class abilities, archer specialization, horse-archer, riding skills, woodlore, +10% bonus for moving silently in any wooded/wilderness, or tracking animals.

RESTRICTIONS: As per hunter class.

Scouts are the most common of the hunter sub-classes and can usually be found amongst both civilized and uncivilized peoples. A scout may be employed in the service of an army or tribal group, or may work as a trapper, messenger, guide, or explorer. Scouts are excellent horsemen and are well accustomed to long periods of hard riding. Mounted on either a pony or light warhorse, these individuals are the swiftest and most elusive of riders. Unless trapped, surrounded or pursued by others of their profession, scouts are 95% likely to be able to escape or elude mounted pursuit. Roll % dice once per each ½ mile; three successful die rolls mean the scout has eluded the pursuit.

All scouts are superior bowmen and are +1 to hit with the short bow. When firing from a stationary position, scouts suffer no penalties with respect to range, and at close range a scout has a chance of being able to score a "kill" with a single shot. To attempt a "kill", the scout must remain stationary and accept a -3 penalty on the attack die. A successful hit will do double damage and cause the victim to save vs Constitution or die within 1-4 rds. Scouts attempting to use this ability may only fire at the rate of 1x per round, regardless of level or number of attacks possessed. Furthermore, this tactic cannot be used vs an opponent who is behind any type of cover, or is dodging or engaged in close combat. Scouts are also proficient in horse archery (shooting a bow from horseback). Horse archer skills may even be used under conditions of pursuit or evasion, though "kills" may not be attempted, and range modifiers must apply in this case.

As scouts operate almost exclusively in wooded or wilderness areas, they possess a fair knowledge of woodlore and are able to identify any common herb or plant by making a successful save vs Intelligence. Scouts also receive a +10% bonus for moving silently in any woods or wilderness terrain and for tracking wild animals of any sort. A scout's choice of weaponry is limited to the short bow, long or short sword, dagger, spear, hand-axe, and throwing knife. They often wear cloaks, vests, and/or leggings of animal hide over light chain mail, both to protect their armor from corrosion and as added protection vs attack.

minimum of 5 minutes of preparation per each 9 cubic ft. of materials (or individuals) being hidden. Note that camouflage may not fool creatures who possess an exceptionally keen sense of smell, psychic powers, etc. Furthermore, camouflaged individuals must remain stationary in order for the concealment to have any chance of success.

5. **Set, disarm or detect snares:** This ability pertains only to the types of traps used in outdoor settings, for it is related both to camouflage and the detection of camouflaged (hidden) traps. Failure to successfully disarm a snare means the hunter is caught in it.

HUNTER SUB-CLASSES

Scout

COMBAT CAPABILITIES: Highly Trained.

ALIGNMENT: Any.

RACE: Human, ½ elf, elf (rare).

MINIMUM ATTRIBUTES: STR: 14, INT: 12, DEX: 14.

SPECIAL ABILITIES: Hunter class abilities, archer specialization, horse-archer, riding skills, woodlore, +10% bonus for moving silently in any wooded/wilderness, or tracking animals.

RESTRICTIONS: As per hunter class.

Scouts are the most common of the hunter sub-classes and can usually be found amongst both civilized and uncivilized peoples. A scout may be employed in the service of an army or tribal group, or may work as a trapper, messenger, guide, or explorer. Scouts are excellent horsemen and are well accustomed to long periods of hard riding. Mounted on either a pony or light warhorse, these individuals are the swiftest and most elusive of riders. Unless trapped, surrounded or pursued by others of their profession, scouts are 95% likely to be able to escape or elude mounted pursuit. Roll % dice once per each ½ mile; three successful die rolls mean the scout has eluded the pursuit.

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Bounty Hunter

COMBAT CAPABILITIES: Highly Trained.

ALIGNMENT: Any chaotic alignment.

RACE: Human, ½ orc, ½ elf, dwarf (rare).

MINIMUM ATTRIBUTES: STR: 14, INT: 10, DEX: 12, CON: 12.

SPECIAL ABILITIES: Hunter class abilities, +10% for snares,and the following spy's abilities: infiltrate, tailing, and lock-picking.

RESTRICTIONS: As per hunter class, though bounty hunters may initially be proficient in three (rather than two) weapons.

Bounty hunters are a class of characters who hunt individuals for pay. While the more notorious of these characters will often hire out as paid assassins, most bounty hunters prefer the option of taking their prey dead or alive due to the additional money which live prisoners usually command. As their profession often requires taking certain actions that are outside the boundaries of the law, bounty hunters must be chaotic in alignment. With few exceptions, most bounty hunters will take just about any job if the money is right. The standard minimum fees for acquiring a bounty hunter's services are as follows:

1. 10 g.p. per day (+10 g.p. per level of the bounty hunter), payable upon completion of the job or delivery of the prisoner.

2. 50 g.p. per level/hit dice of the creature or individual being stalked. Half is payable in advance.

3. Triple all fees if the victim is a spy, ranger, or hunter-class character of any type.

4. Quadruple all fees if the victim is a spell caster of any type. Some bounty hunters will only take this kind of work if they are desperate for money and will otherwise recommend that a witch hunter be hired instead.

5. The cost of any special equipment needed for the job, and/or such money as the bounty hunter may have to expend on bribes, forged papers, etc.

All bounty hunters are capable of infiltrating, tailing and lock-picking (as per a spy), and receive a +10% bonus with respect to locating, setting or disarming snares. Choice of weaponry is limited to long or short sword, dagger, throwing knife, long or short bow, crossbow, spear, garrotte, club, bolas, and throwing net. Bounty hunters may initially be proficient in three weapons (one more than other hunter-class characters).

Though many bounty hunters are loners, this need not be the case for all members of this class. If a bounty hunter desires, he or she will seldom have any trouble locating partners to assist in this profitable line of work. As bounty hunters are often hired to carry out the same type of missions that other characters take on as a matter of course (such as hunting down a menacing monster or individual, capturing an especially elusive thief, etc.), many have no qualms about working with a group of adventurers for a share of the profits.

Witch Hunter

COMBAT CAPABILITIES: Trained.

ALIGNMENT: Lawful good, chaotic neutral, or chaotic evil (see text).

RACE: Human.

MINIMUM ATTRIBUTES: INT: 14, WILL: 14, DEX: 12, STR: 12.

SPECIAL ABILITIES: Hunter class abilities; turn undead, read magic, limited spell casting abilities.

RESTRICTIONS: See text.

Witch hunters are an unusual class of characters who combine tracking skill with a knowledge of mysticism and ritual magic. There are two distinct types of witch hunters: those who are lawful good, and the unscrupulous types known as chaotics.

Lawful good witch hunters work primarily out of devotion to their church and deity. Like paladins, they will only have close association with those of their own alignment. As their motives are religious (rather than financial) in nature, lawful good witch hunters will not accept work that in any way conflicts with their alignment or beliefs. They may be employed to find missing persons, retrieve lost or stolen holy items, hunt down necromancers and other spell casters of evil alignment, or to perform any sort of missions which will be of benefit to the church. Though they may charge for their services, lawful good witch hunters will usually donate at least ½ of their monies to their church, keeping only what they need to live. Those who opt to work with a party of adventurers will most often join forces with such characters as knights, paladins, and clerics.

Chaotic witch hunters on the other hand, have no ties with any organized church or religious group. Like bounty hunters, most of these individuals will accept nearly any sort of work providing there is money to be made. While chaotic neutral witch hunters are usually no worse (or better) than the average bounty hunter, their chaotic evil counterparts are dangerous fanatics who prey upon the superstitious beliefs of commoners and nobility alike. These witch hunters will often travel to villages and towns and "volunteer" to rid the area of witches, warlocks, and other spell casters, citing the dangers which such "devil-worshippers" present to the god-fearing populace. As proof of their good intentions, they will usually accept no fee until such time as they capture, bring to trail, and convict their first "witch". As students of history will recall, most witch trials consisted solely of torture, false accusation, and the subsequent execution of the defendant. There is a 50% chance that any such trial will strip up the demand for further trials, thus ensuring the witch hunter's continued employment in the area. Not surprisingly, such witch hunters are much despised by spell casters of all alignments, and are occasionally subject to vengeful counterattacks.

Regardless of alignment, all witch hunters are avid students of ritual magic and arcane lore. Most spend the early part of their careers studying ancient writings, practising mysticism, and traveling in the company of clerics, priests, or shamans. As a result of their diverse training, witch hunters are able to develop the following abilities:

1. **Turn Undead:** Witch hunters are capable of turning undead as per a mystic or cleric of half their level; i.e., lst and 2nd level witch hunters turn undead as per a lst level mystic or cleric; 3rd and 4th level witch hunters turn undead as per a 2nd level mystic or cleric, etc.

2. **Interrogate:** As per spies (chaotic witch hunters may use torture).

3. **Read Magic:** Witch hunters are able to decipher most magical scripts and writings (save vs Intelligence for any such attempt). At seventh level this ability improves to the extent that witch hunters may attempt to cast any mystic's or cleric's spell from a scroll or book. Note that the usual chance of spell-failure applies (figure a witch hunter's spell casting ability as per the ability to turn undead).

4. **Spell Casting:** As witch hunters progress upwards in level, they gain the ability to cast certain spells (once per day only), as follows:

Level 1: Detect Magic or Object Reading

Level 3: Detect Good/Evil or Locate Object

Level 5: Dispel Magic or Remove Curse

Level 7: Detect Lie or Speak In Tongues

Level 9: Premonition or Spirit Contact

Level 11: Exorcism I or Runes

Level 13: Word of Command or True Sight

Level 15: Symbol of Power or Soul Search

NOTE: Regardless of the type of spell being used, a witch hunter's actual spell casting ability is always equivalent to half his or her level (see Turning Undead).

In combat, witch hunters always receive a bonus of +1 on the attack die vs undead creatures of any kind. Lawful good witch hunters also receive this bonus when engaged in combat with any type of demon or devil. Witch hunters may use any of the following weapons; staff, any type of mace or club, flail, war hammer, throwing net, lasso, sling or sling staff. Though chaotic witch hunters may use either a long or short sword, lawful good witch hunters are prohibited from using edged weapons. Alignment permitting, witch hunters may employ nearly any type of magic item that is normally associated with mystics or clerics. They may not, however, use magic items whose primary function is healing, curing, etc.

HUNTER-CLASS ABILITIES

LEVEL	READ TRACKS	MOVE SILENTLY	CAMOUFLAGE/AMBUSH	SNARES
1	50 %	25 %	75 %	25 %
2	55	30	80	30
3	60	35	85	35
4	65	40	90	40
5	70	45	95	45
6	75	50	100	50
7	80	55	105	55
8	85	60	110	60
9	90	65	115	65
10	95	70	120	70
11	100	75	125	75
12	105	80	130	80
13	110	85	135	85
14	115	90	140	90
15+	120	95*	145	95*

BONUSES:

INTELLIGENCE OF	18 = +10%	READ TRACKS, CAMOUFLAGE/AMBUSH, SNARES
INTELLIGENCE OF	17 = + 5%	READ TRACKS, CAMOUFLAGE/AMBUSH, SNARES
DEXTERITY OF	18 = +10%	MOVE SILENTLY, SNARES
DEXTERITY OF	17 = + 5%	MOVE SILENTLY, SNARES

*INDICATES MAXIMUM POSSIBLE ABILITY

Knight

COMBAT CAPABILITIES: Highly Trained.

ALIGNMENT: Lawful good or lawful evil.

RACE: Human.

MINIMUM ATTRIBUTES: STR: 14, CHA: 12, WILL: 12.

SPECIAL ABILITIES: Superior horsemanship, use of full plate armor, special combat bonuses.

RESTRICTIONS: Special; see text.

Knights are the elite warrior class of the nobility, bound by honor to serve their chosen cause. As the traditional heavy horsemen of medieval times, they are the only class of characters trained to fight in full plate armor. Knights may initially be proficient in the use of any three of the following weapons: lance, any type of sword, dagger, mace, spear, battle axe, crossbow (light or heavy), war hammer, and morning star. They may gain proficiency in one new weapon per every three levels of ability.

All knights are skilled at mounted combat, and receive a bonus of +2 on the attack die when fighting from the back of any steed. Unlike the light and speedy horses used by scouts, a knight's mount must be one that is bred for size and strength. Chargers, heavy warhorses and even larger steeds (see below) are the only mounts which a knight may employ in battle.

A knight may train any charger or heavy warhorse for battle in 5-8 (d4 + 4) weeks. A trained steed will never panic or throw its rider, and can be commanded to attack so long as its master is mounted upon it. A knight may also "break" or tame any animal that can be used as a steed, including wild horses, pegasi, griffons, and even young-medium aged dragons. In order to "break" such a creature, it must first be captured (or, in the case of a dragon or other hostile creature, subdued). The knight must then mount the creature, afterwhich he or she is allowed three chances to break the steed. Chance of success is equal to the level of the knight multiplied by 10%, minus the level or hit dice of the creature x 5%. If any of the % die rolls indicate success, the steed has been "broken", and will allow the knight to ride it. Failure means the knight has been thrown, and will take the appropriate falling damage (this could be fatal if the mount is capable of flight). If all three attempts result in failure, the knight will never be able to break that particular creature. Note that once a steed has been broken, it must still be trained before it can be used in battle.

The greatest difference between knights and other types of fighters is that a knight must have a "cause". A cause is a mission or purpose which the knight is devoted to complete at all costs. The cause may be revenge (or justice) for some particular wrongdoing or insult, defense of a liege-lord, defense of a lady's honor, etc. Depending on the alignment of the knight, the cause need not be a just one; it must, however, be reasonably specific in nature or the knight will be considered unaligned (fair game for any knight seeking to gain a reputation) or lacking in conviction. Thus, knights of any alignment will constantly be in search of a cause that they can pursue.

The pursuit of a cause may take a long time ("I hereby vow to pursue this villain to the ends of the earth, if need be."), or a very short time ("Fear not, my lady, for I swear to protect you against this monsterous dragon."). In any case, so long as the cause is in sight (the wrongdoer has been cornered, the dragon is set to attack, etc.), the knight gains the following bonuses:

1. Immunity to any type of fear, magical or otherwise.
2. A +1 bonus with respect to all saves.

Once committed to a cause, a knight may not turn back, retreat or yield without a total loss of honor. Should word of such an ignominious defeat spread, the knight will lose the respect of his peers, and be branded a coward.

In game terms, the knight will also suffer the loss of 1 level of ability until such time as the knight redeems himself or herself. While such a penalty may seem harsh, loss of face is a telling blow to the knight's reputation and self-esteem, and must be righted before the knight can reclaim his or her honor. A knight may be redeemed by redress (avenging the source of his or her infamy), or by accepting an even greater challenge and meeting with success.

With respect to alignment, all knights must likewise take a firm stand. Unlike most other classes, knights may not be neutral or chaotic in alignment, but must declare themselves to be either champions of good or defenders of the dark forces of evil. Once declared, a knight may not change alignment without incurring the dire wrath of his or her former companions at arms.

Note: If players and Game Judges desire, knights of good alignment may be required to adhere to the medieval code of chivalry. Any public library will contain a number of books on this subject, as well as information pertaining to heraldic coats of arms, court life, jousting, and other subjects related to this character class.

Martial Artist

COMBAT CAPABILITIES: Highly Trained.

ALIGNMENT: Any.

RACE: Human.

MINIMUM ATTRIBUTES: STR: 10, DEX: 10, WILL: 12.

SPECIAL ABILITIES: Multiple attacks; weaponless combat skills, special attacks, climb, stealth (as per a spy), leap (as per a swordsman, +1 ft.), two-handed weapon proficiency.

RESTRICTIONS: No armor or shield.

Martial artists are practitioners of the ancient arts of weaponless combat and self defense. Though prohibited from using any type of armor or shield, these individuals are both feared and respected for their fighting prowess. The martial artist's greatest assets are his (or her) speed and reflexes, both of which are generally superior to the standard types of fighters. The extensive training and discipline which these individuals undergo allow them to utilize the following skills:

1. When fighting bare-handed, a martial artist always receives 2x the normal number of attacks per round, reflecting the superior speed which these characters acquire as a result of their training and conditioning. Note that this ability applies to hand strikes only, and does not apply to kicks, standard weapon-use, or any other type of attack. Although martial artists do not receive any damage bonuses for having superior strength, their great skill enables them to inflict +1 point of damage per attack (with or without a weapon). This figure increases by an additional +1 point per every two levels of ability which the martial artist gains.

2. Martial artists possess several unique abilities which are peculiar to their class. These are:

Kick: A martial artist may deliver a kick in any direction (front, side, rear) without any penalty "to hit".

Stun: A martial artist may attempt to stun an opponent by aiming a hand strike at a vital area or pressure point. Such attempts are always made at a penalty of -3 on the attack die and may only be tried once per round (regardless of the number of attacks which the martial artist possesses). A successful hit does double damage and causes the victim to save vs Constitution or be stunned for 1-4 rds. At 14th level, a martial artist may attempt to kill by using this maneuver (under the same restrictions as stated above).

Block: A block is a weaponless parry that is executed with the arm(s), hand(s), or leg. A successful block indicates that the martial artist has managed to avoid injury by blocking or deflecting the attacker's weapon-bearing arm (or a monster's claws, fangs, etc.) before any damage can be inflicted.

Block/Throw: This is a complex maneuver which requires the martial artist to forego an attack in favor of a swift defensive response. If the martial artist is attacked, he or she can then attempt to block the attack, grasp the opponent, and execute a throw. Note that if the block is not successful, the throw cannot be attempted; in any case, two separate die rolls are required to determine the result of either maneuver. Victims of a throw must save vs Constitution or be stunned for 1-4 minutes. This maneuver cannot be used vs individuals whose weight exceeds 2x the martial artist's maximum encumbrance, or creatures whose bodily form would make such a maneuver impossible.

3. A martial artist can use a hand strike, kick or head-butt to break through any wooden door or plank, up to 2 inches thick. This ability improves by a maximum of +2 inches of wood per every three levels. A full minute of concentration is required prior to the use of this ability, making it impossible to use this tactic in melee. At the Game Judge's option, more than one such useage may be required to create a human-sized opening through a door or wooden enclosure.

4. All martial artists can dodge any hand-thrown missile weapon by making a successful save vs Dexterity. At seventh level, this ability improves to such an extent that arrows, crossbow bolts, and even missile-type spells may likewise be dodged. A seventh level martial artist takes no damage from any missile-type spell which he or she successfully dodges (as opposed to the usual $\frac{1}{2}$ damage figure).

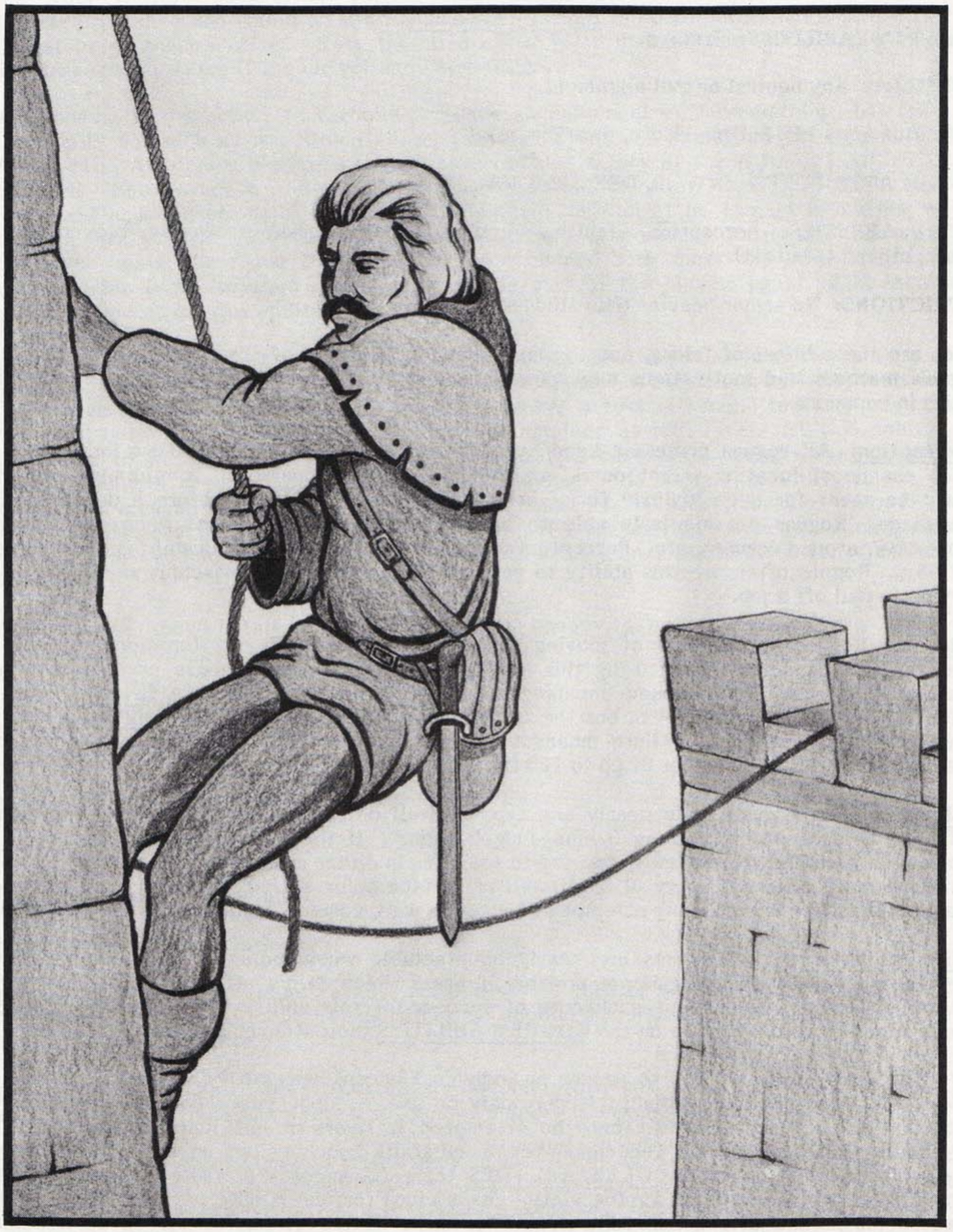
5. Martial artists are able to climb and move stealthily as per a spy of similar level. They are also able to leap as per a swordsman (+1 ft. bonus to any type of leap), and may combine this movement with a kicking attack, if desired.

6. The mental disciplines practised by a martial artist, while not as extensive as a monk's, nevertheless afford these individuals certain advantages. These are:

   A. **Resistance to control-type spells.** Martial artists always save vs such attacks at a bonus of +1.

   B. **Heightened Perception.** Martial artists are surprised only on a roll of "1" on a d8.

Besides their weaponless combat skills, martial artists may initially be proficient in two weapons, and may learn one additional weapon per every three levels of experience. Weapons which may be used are nunchakas, staff, shirikin (throwing stars), katana, butterfly knives, and spear. Though weaponless combat is their main area of expertise, martial artists are capable of gaining two-handed proficiency with certain types of weapons. If an additional proficiency is devoted to either the nunchakas or butterfly knives, the martial artist can learn to use either of these weapons in pairs (one in each hand, double attacks) without penalty. Note that two-handed proficiency is the only exception to the bare-handed "double attacks" rule (see #1).



Roque

ROGUE

COMBAT CAPABILITIES: Trained.

ALIGNMENT: Any neutral or evil alignment.

RACE: Human, ½ elf, halfing, ½ orc, dwarf (rare).

MINIMUM ATTRIBUTES: INT: 10, DEX: 12, CHA: 10.

SPECIAL ABILITIES: Perception, stealth, climbing, hide in darkness, waylay, pick pockets, con, catwalk, others, (see text).

RESTRICTIONS: No armor heavier than studded leather.

Rogues are the subtlest of felons, and the most cunning members of the thieving profession. Though a rogue's methods and motivations may vary depending on the individual, all possess the following abilities in common:

1. **Perception:** All rogues possess a keen eye for detail, so much so that these individuals have a 25% chance of locating secret doors, and hidden objects or persons. A minimum of 5 minutes must be spent for each 10x10x10 ft. of area being "cased" (studied) before a determination can be made. Rogues are similarly able to hear even the faintest noises when eavesdropping at doorways, around corners, etc. Perception improves by +5% per level of ability, up to a maximum of 95%. Rogues often use this ability to case a building for guards, viscious animals, etc. before trying to pull off a job.

2. **Stealth:** Rogues are capable of moving or performing most thieving functions without making any discernable noise. When using this ability, a rogue may never move or operate at greater than ½ his or her normal speed (meaning all thieving functions will take twice as long to pull off). Chance of success is 90%, but the Game Judge may make a % check once per each minute that this ability is used. Failure means the rogue has accidently made a noise loud enough to be heard (faintly) at distances of up to 100 ft.

3. **Climbing:** Rogues can scale nearly any type of wall or surface, so long as there is some sort of hand hold or decent footing (Game Judge's ruling). If the surface is either too steep or too smooth, a rope and grapnel must be used to scale it. In either case, a save vs the rogue's Dexterity must be made once per every 10 ft. of wall or surface being scaled, once per each 20 ft. of rope being climbed, or once for any attempt at hooking a wall, cornice, beam, etc., with a grapnel.

4. **Hide in darkness:** All rogues are nearly undetectable when hiding in dark alleyways, alcoves or niches. Note that hiding is not possible in areas which do not afford at least 50% cover, and movement of any sort reduces chances of success for this ability by ½. Chance of success is determined by rolling % dice on the ROGUE'S ABILITIES table (this ability may exceed 100%).

5. **Waylay:** This is the ability to render an individual unconscious with a single blow from a club, blackjack, or other blunt object. It may only be used vs opponents who have been surprised or attacked from the rear, and cannot be attempted vs flyers or individuals who are more than 2 ft. taller than the rogue. The chance of successfully knocking out an opponent is determined by rolling % dice on the ROGUE'S ABILITIES table. A successful waylay attack will do twice the normal damage, and render the victim unconsciuos for one minute per each point of damage; failure means the attack has done normal damage. Note: A waylay attack still requires the player/rogue to make a standard attack roll to determine if the intended victim was hit; the % die roll determines whether or not the victim was knocked unconscious by the blow.

6. **Pick pockets:** This ability is the specialty of rogues, who are equally adept at "lifting" small items from victim's pockets or cutting-loose change purses and pouches (hence the term "cutpurse"). % dice are rolled on the ROGUE'S ABILITIES table to determine whether the rogue got what he or she was after. Note that there is a 50/50 chance that the intended victim will catch the rogue in action if the die roll indicates failure.

7. **Con:** Conning is the ability to verbally persuade an individual to do something that they might not normally do, such as buy stolen goods, lend small sums of money, reveal information, take a bribe, etc. All rogues are exceptional con artists, as a look at the ROGUE'S ABILITIES table will reveal. Roll % dice to determine the success or failure of any conning attempt. Note that lawful good and exceptionally evil or hostile individuals cannot be conned into doing anything that is in any way contrary to their normal alignment tendencies. Naturally, this ability may not be used unless the rogue and indiviudal being conned both speak the same language. Note that a sizeable bribe (or good role-playing on the part of the player/rogue) might increase the chances of success for this ability by up to +10%.

8. **Catwalk:** This is the ability to walk across narrow surfaces (such as beams, the tops of walls and fences, etc.) without the rogue losing his or her balance. A rogue can easily catwalk a surface as narrow as 10 inches in width at first level, 9 inches across at second level, 8 inches at third level, etc., until the maximum ability (1 inch) is attained at 10th level. At this point a rogue will be able to walk even a tightrope with comparative ease. Movement while catwalking can never exceed ½ a rogue's normal speed, and attacking while using this ability is not possible. Furthermore, a rogue cannot attempt to catwalk across surfaces which, based on his or her current level of ability, are too narrow to safely navigate. If a player/rogue attempts such a maneuver, the Game Judge should roll a save vs the rogue's Dexterity once per every 2 ft. of surface being navigated.

In addition to the above-listed abilities, rogues may choose to be proficient in any three of the following secondary talents:

1. **Tailing:** as per spies.

2. **Traps:** as per spies.

3. **Camouflage/Ambush:** as per hunter-class characters.

4. **Horsemanship:** as per warriors.

5. **Minor Magic:** as per harlequins.

6. **Sleight of Hand:** as per harlequins.

7. **Luck:** Rogues with this "talent" always receive a +1 bonus for any save involving luck or chance. At the Game Judge's option, this bonus may be applied to random encounters, gambling, wagers, and other games of chance.

8. **Bowmanship** This talent allows the rogue to become proficient in the use of the short bow. Note that this is the only instance where a rogue may acquire the ability to use a bow.

Depending on the secondary talents which they choose to acquire, rogues may pursue a number of different "professions", including highwayman, brigand, smuggler, cutpurse, mountebank, etc. All rogues may initially be proficient in the following weapons: long or short sword, rapier, dagger, club, blackjack, throwing knife, and sling. They may gain proficiency in one new weapon per every three levels, but may not employ shields or any armor heavier than studded leather.

ROGUE'S ABILITIES

LEVEL	HIDE IN DARKNESS*	WAYLAY	PICK POCKETS	CON
1	50	30	40	35
2	60	35	45	40
3	70	40	50	45
4	80	45	55	50
5	90	50	60	55
6	100	55	65	60
7	110	60	70	65
8	120	65	75	70
9	130	70	80	75
10	140	75	85	80
11	150	80	90	85
12	160	85	93	90
13	170	90	95	95
14	180	95	97	97
15	190	99	99	99

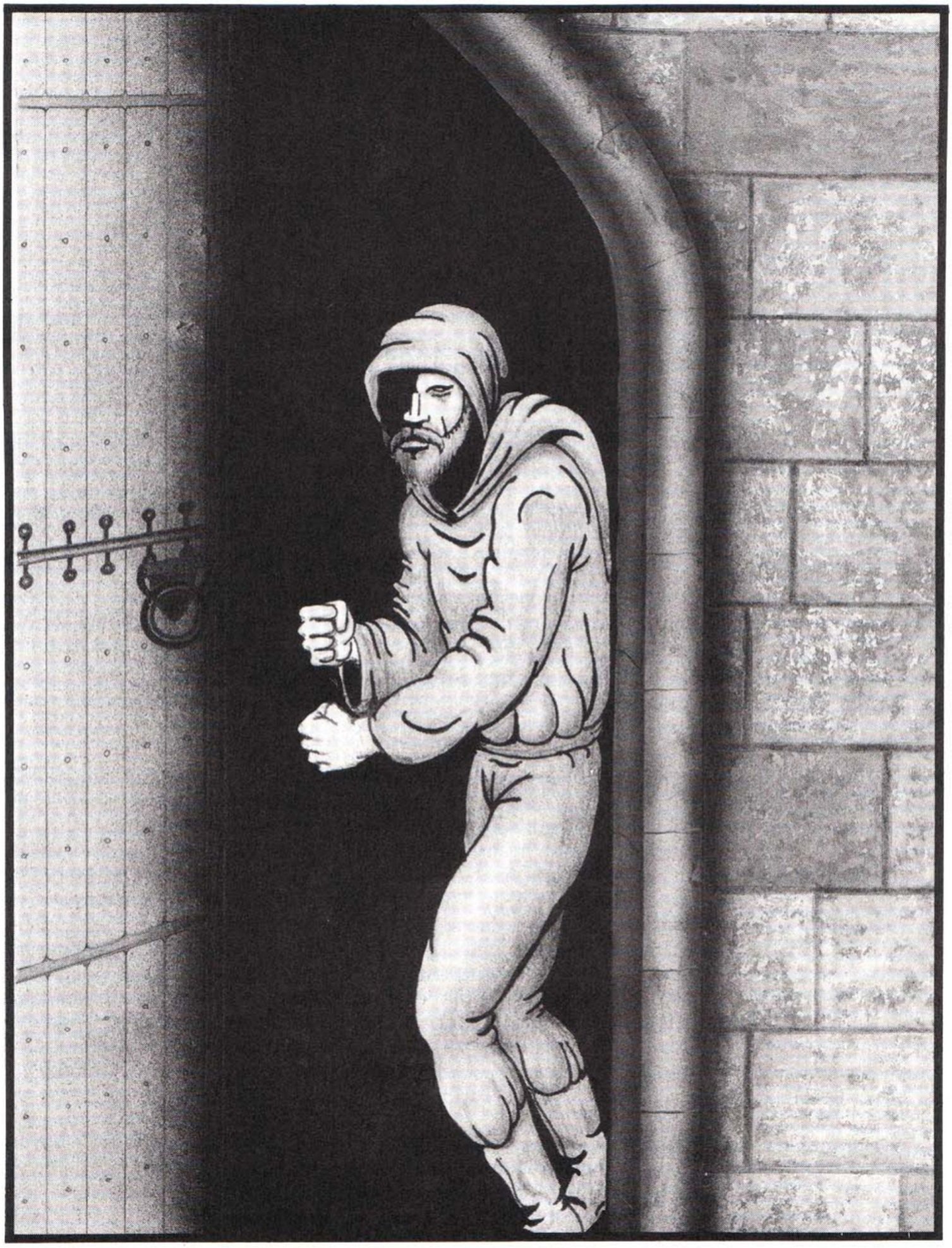
*FIGURES REDUCED BY ½ IF THE ROGUE IS ATTEMPTING TO MOVE WHILE HIDING.

BONUSES:

STRENGTH OF 18 = + 15% FOR WAYLAY
STRENGTH OF 17 = + 10% FOR WAYLAY
STRENGTH OF 16 = + 5% FOR WAYLAY

CHARISMA OF 18 = + 10% FOR CONNING
CHARISMA OF 17 = + 5% FOR CONNING

DEXTERITY OF 18 = + 15% FOR PICKING POCKETS
DEXTERITY OF 17 = + 10% FOR PICKING POCKETS
DEXTERITY OF 16 = + 5% FOR PICKING POCKETS



SPY

COMBAT CAPABILITIES: Trained (see text).

ALIGNMENT: Any.

RACE: Any, most are human.

MINIMUM ATTRIBUTES: STR: 10, DEX: 14, INT: 14, CHA: 14.

SPECIAL ABILITIES: Infiltrate, forgery, taling, evade pursuit, hide, lock-picking, traps, decipher, climbing, sap, interrogate, move silently.

RESTRICTIONS: No metal armor, no shield.

Spies are a class of characters who specialize in covert activities, reconnaissance, and undercover work. Like rogues, these individuals depend upon stealth, speed and guile to excel at their trade, plus a fair amount of charisma. Unlike rogues, spys are somewhat better trained with regard to weapon-use, and thus receive a bonus of +1 with regard to all attacks.

Because stealth and quickness are such vital attributes for members of this professions, spies may not use metal armor or shields. They may initially be proficient in any two of the following weapons: dagger, rapier, longsword, short sword, scimitar, garotte, club, blackjack (sap), sling, dart, or throwing knife. One additional weapon may be learned per every three levels of ability, and poison may be used if alignment permits.

The primary function of a spy is, not surprisingly, spying. Essentially, spying is the secretive gathering of any type of information. As this may be done by a variety of methods, the spy has a correspondingly wide variety of skills which enable him or her to carry out this function as inconspicuously as possible. These abilities include:

1. **Stealth:** This ability is of paramount importance to a spy. Though similar in most respects to the rogue's ability of the same name, spies are less adept at this skill than their roguish counterparts (see SPY'S ABILITIES table).

2. **Infiltrate:** This ability allows the spy to inconspicuously "blend" into any group of human or humanoid creatures without arousing suspicion. The spy must have access to any clothing, uniform and/or equipment necessary to affect the "disguise", and must be reasonably familiar with the habits, customs, and/or laws of the group which he or she is trying to infiltrate. At the Game Judge's option, this familiarity need not be from first-hand observation, and may be gained through the spy's ability to Interrogate (see #12) or via an "official" briefing. Note that although the ability to infiltrate may rely to some extent upon disguise, its success is more dependant upon the spy's wit and guile. Costume and make-up help, but it is the spy's actions which are more likely to influence the success or failure of any attempt at infiltration; the Game Judge is perfectly justified in awarding +/- modifiers based solely upon the player/spy's stated course of action and role-playing abilities. Note that infiltration is not impersonation, and this ability cannot be used to assume the guise of a known individual. Nonetheless, this skill has many practical applications ranging from such mundane activities as mingling in a strange tavern or inn, to infiltrating a notorious band of assassins.

3. **Forgery:** This ability allows the spy to copy official documents, signatures, papers, and even royal seals. Most forgeries take at least one hour per page to complete, and the spy must have a sample of the original writing which is to be forged in his or her possession to use as reference. If a spy has had a chance to thoroughly study the writing prior to the forgery attempt, this requirement may be waived; but without an original to use for reference, the chance of success for any forgery is reduced by $\frac{1}{2}$. There is no way for a spy to know if his or her forgery will appear authentic until it is checked by someone who is familiar with the original. This restriction, however, works in the spy's favor as well, for those who view the forgery and are not familiar with what the original looks like have no chance of determining its authenticity.

4. **Tailing:** Tailing is the ability to follow a person (or persons) without arousing suspicion or being noticed. The subject who is to be tailed must have been spotted by the spy prior to the tailing attempt (tailing is not tracking). There are two things which can go wrong when a spy is using this ability: the spy can "lose" the person(s) being tailed, or the person(s) being tailed may notice the spy who is doing the tailing. There is a 50/50 chance of either mishap occuring any time the die roll indicates that a tailing attempt has not been successful.

5. **Evade pursuit:** All spies possess the ability to confound pursuers by moving with speed and stealth, leaving false trails, etc. Characters and monsters who do not have specific tracking skill will only have a 10% chance locating the trail of a spy once he or she has gotten out of sight-range. If a hunter-class character attempts to track a spy, the spy's % chance of evading pursuit is subtracted from the hunter's % chance of tracking.

6. **Hide:** This ability is similar to the rogue's ability to Hide in Darkness, however, a spy does not require darkness in order to be concealed. So long as there is anything to hide behind (or in), a spy/character may inform the Game Judge that this ability is being attempted. Bushes, high grass, trees, and large furnishings such as couches, dressing cabinets and heavy drapes may be used to affect such concealment, though the actual effectiveness of any hiding place is subject to the Game Judge's ruling; poor hiding places may, at the Game Judge's option, lower the spy's chances of success as the Judge sees fit. Unlike rogues, spies may not move while in hiding without betraying their location.

7. **Lockpicking:** This ability requires the spy to carry a small set of thief's tools. Only one attempt is allowed per lock, and the spy's chance of picking any lock may be modified (+/-) by the complexity or simplicity of its mechanism, at the Game Judge's option. Most locks can be picked within 1-4 minutes.

8. **Traps:** This is the spy's ability to detect, disarm and/or set any small trap. Detecting a trap requires a minimum of five minutes of careful scrutinization per each 10x10x10 foot area which is to be checked. Disarming and/or setting a trap requires a set of thief's tools and can take up to five minutes per each such attempt (Game Judge's option). An unsuccessful die roll indicates that the spy has been caught in the trap that he or she was attempting to disarm or set.

9. **Decipher:** This is the ability to comprehend strange writings, codes and glyphs of all sorts. Magical writings may also be deciphered by the use of this ability, but spies cannot cast spells from scrolls.

10. **Climbing:** This is the spy's ability to climb walls, ropes, vines, trellaces, etc. A save vs Dexterity must be made once per each 10 ft. of wall or surface being scaled, or once per each 20 ft. of rope being climbed.

11. **Waylay:** This is the ability to render an opponent unconscious with a single blow from a blackjack, club, or other blunt object. It can only be attempted under the following conditions:

    - opponent has been surprised by the spy
    - opponent has unknowingly approached a spy who is hiding
    - spy has successfully crept up on the opponent by use of his or her ability to move silently
    - opponent is engaged in combat with another adversary, and the spy is free to attack from behind (Game Judge's ruling).

    A spy may not attempt to waylay flyers or any opponent whose height exceeds the spy's by greater than 2 ft. Chance of success is determined by rolling % dice on the SPY'S ABILITIES table. A successful waylay attack will do twice the normal damage, and render the victim unconscious for one minute per each point of damage. Failure means the attack has done normal damage. In any case, an attack die must always be rolled first to see if the spy has managed to hit the intended victim at all.

11. **Waylay:** (continued) At the player/spy's option, a garrotte may be used (instead of a blackjack or club) for this form of attack. In this case, a successful "hit" means that the spy has managed to slip the garrotte over the victim's head from behind. A % "waylay" roll must then be made to see if the spy can keep the victim from escaping before he or she is strangled. Success on the second die roll means the victim has been strangled to death (no chance to speak or cry out for help), and failure means the victim gets loose.

12. **Interrogate:** This is the ability to question a captive, witness, etc. and receive truthful answers. The Game Judge must roll a save vs the captive's Will once per every 10 minutes of game time spent using this skill. Interrogation may go on indefinitely; the longer the interrogation, the better chance the spy has of gaining information, for the victim's save is reduced by -1 per every ½ hour of questioning. If physical force or coercion is used (knife held to victim's throat, threat of violence, etc.), the victim must save vs Will at once; note, however, that this form of interrogation can only be used once on any given subject. A spy of neutral or evil alignment may use torture to help break down a captive's resistance. While such extreme measures will reduce the captive's chance to resist by -1 per each 5 minutes of torture, this method runs the risk of accidently killing the captive. The chances of accidental death occuring as a result of torture are 5% (cummulative) per every 5 minutes of this type of interrogation.

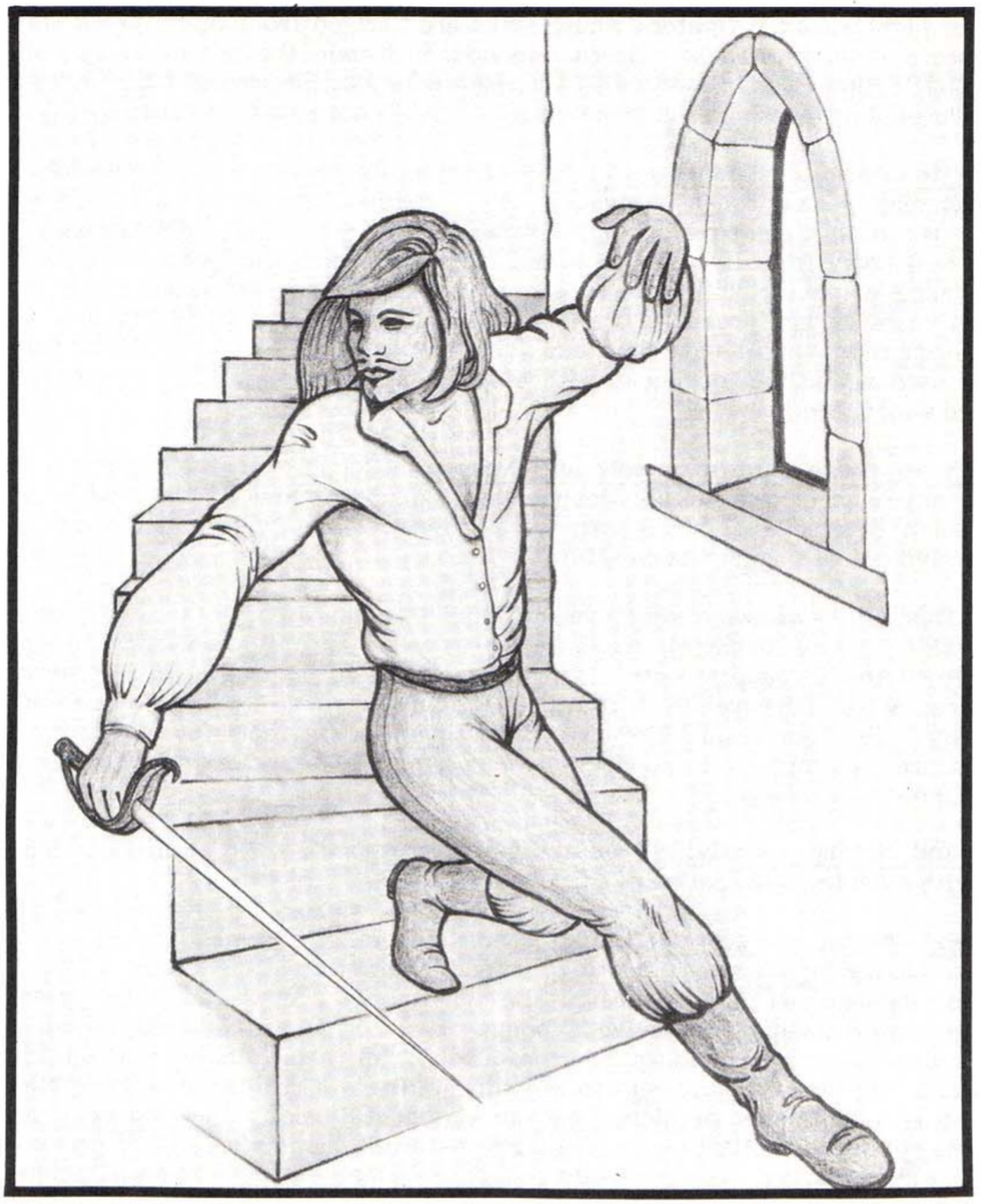
SPY'S ABILITIES

LEVEL	DECIPHER	INFILTRATE	FORGERY	TAILING	EVADE PURSUIT	WAYLAY	STEALTH	HIDE	LOCK PICKING	TRAPS
1	20 %	85 %	45 %	50 %	- 5 %	25 %	20 %	25 %	15 %	25 %
2	25	86	50	55	-10	30	25	30	20	30
3	30	87	55	60	-15	35	30	35	25	35
4	35	88	60	65	-20	40	35	40	30	40
5	40	89	65	70	-25	45	40	45	35	45
6	45	90	70	75	-30	50	45	50	40	50
7	50	91	75	80	-35	55	50	55	45	55
8	55	92	80	85	-40	60	55	60	50	60
9	60	93	85	90	-45	65	60	65	55	65
10	65	94	90	95	-50	70	65	70	60	70
11	70	95	95	96	-55	75	70	75	65	75
12	75	96	96	97	-60	80	75	80	70	80
13	80	97	97	98	-65	85	80	85	75	85
14	85	98	98	99	-70	90	85	90	80	90
15+	90	99*	99*	99.5*	-75*	95	90	95	85	95

***SCORES MARKED WITH AN ASTERISK REPRESENT THE MAXIMUM LIMITS FOR THIS ABILITY.**

BONUSES:

INTELLIGENCE OF	18	+ 10%	ALL SKILLS EXCEPT STEALTH
INTELLIGENCE OF	17	+ 5%	ALL SKILLS EXCEPT STEALTH
DEXTERITY OF	18	+ 10%	FORGERY, LOCK-PICKING, TRAPS
DEXTERITY OF	17	+ 5%	FORGERY, LOCK-PICKING, TRAPS
CHARISMA OF	18	+ 10%	INFILTRATE
CHARISMA OF	17	+ 5%	INFILTRATE
STRENGTH OF	16	+ 10%	WAYLAY



Swordsman

COMBAT CAPABILITIES: Highly Trained.

ALIGNMENT: Any.

RACE: Human, elf.

MINIMUM ATTRIBUTES: STR: 10, DEX: 14.

SPECIAL ABILITIES: Disarm; dodge thrown objects/weapons; leaping; climbing/moving silently; increased damage per each two levels of experience; +1 bonus towards any Dexterity-related saves, special maneuvers (see text).

RESTRICTIONS: No armor or shield, limited choice of weapons.

Swordsmen are highly-trained fighters whose skills are derived from their speed, finesse, and agility rather than brute strength. These colorful individuals disdain the use of armor, shields, and most weapons, instead training exclusively with the rapier, or dueling sword. This intense specialization gives them several abilities which the standard fighter does not enjoy, such as:

1. **The ability to disarm an opponent:** This ability, which is gained through countless hours of fencing practice, enables a swordsman to dislodge any hand-held weapon or object from the grip of an opponent. While this maneuver does no harm to the victim, the disengaged weapon will land from 2-12 feet away from its wielder, in any direction which the swordsman chooses. The victim of a disarming maneuver will have to expend one full round to retrieve the fallen weapon, or lose initiative by being forced to draw another weapon. The swordsman must state the intent to disarm prior to making the attempt, and accept a penalty of -2 on the attack die. This maneuver cannot be used against an opponent with a two-handed weapon (such as spear, pole-arm, staff, two-handed sword, etc.).

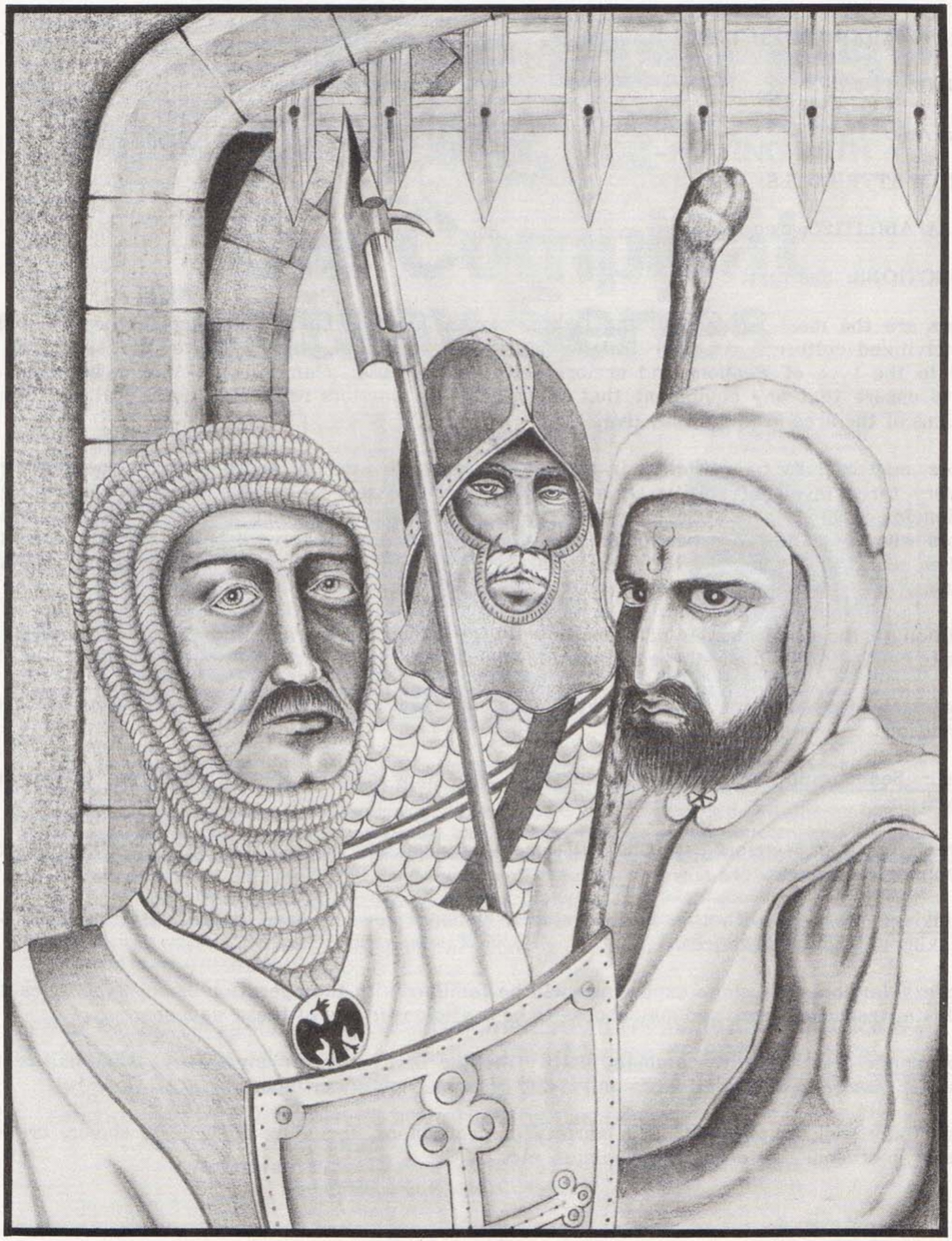
2. **The ability to dodge thrown objects and weapons:** Because of their great agility, swordsmen can dodge any hand-thrown missile-weapons or objects by making a successful save vs Dexterity. As swordsmen receive a +1 bonus with regard to any Dexterity-related saves, this ability is a most effective defense against such attacks.

3. **Leaping:** This ability allows a swordsman to leap 4 ft. upwards, 10 ft. across, or 10 ft. downwards (without taking falling damage). Leaping across a pit or crevice requires a running start of a distance equal to 2x the attempted leap. The ability to leap upwards improves by +½ foot per level; leaping across improves by +1 foot per level; and leaping downwards (without taking damage) improves by 2 feet per level. The maximum distances (in feet) for the three types of leaping maneuvers are: upwards = Dexterity score ÷ 3; across = 2x Dexterity score; downwards = 3x Dexterity score.

4. **Climbing and Moving Silently:** These abilities correspond to the abilities which spies have, and improve with each level (as per a spy).

5. **Combat and special maneuvers:** Unlike most fighters, swordsmen do not receive any damage bonuses for having high Strength scores. Instead, their skill with the rapier allows them to inflict +1 point of damage per attack, a figure which improves by +1 point per every two levels of experience. Swordsmen also receive a bonus of +1 for any attempted parry, or any maneuver which requires dodging, evading or confounding an attacker. Game Judges should allow player/swordsmen (or swordswomen) to use this ability in a variety of ways; a clever player might attempt to trip, entangle, or slow down an opponent (making the opponent save vs Dexterity at a -1 penalty) by the skillful use of available materials such as drapes, chairs, chests, etc. While such "special maneuvers" will generally not cause great damage to an attacker, the intelligent player should be able to find many uses for this Dexterity-based skill. Swordsmen should also be allowed to "call" the locations of any sword thrust by accepting a penalty of -3 on the attack die. A successul "called" strike to a vital area (throat, heart, etc.) will do double damage and cause the victim to save vs Constitution or die within 1-4 minutes. The location of the hit must be called prior to the actual attack, and vital areas which are protected by plate armor cannot be so affected.

   A swordsman may initially be proficient in the use of the rapier, plus one of the following weapons: dagger, sling, and throwing knife. For every three levels of ability gained, an additional proficiency may be acquired. If a swordsman expends two such proficiencies on training, he or she may gain two-handed proficiency with the rapier and dagger (poinard). Two-handed proficiency allows the swordsman to use both these weapons simultaneously, and further increases the character's defensive capabilities by allowing the character to attack and parry in the same round. Note that two-handed proficiency does not double a swordsman's attacks, nor can the swordsman attempt to disarm or execute a "called" strike while fighting with two weapons.



Warrior

WARRIOR

COMBAT CAPABILITIES: Highly Trained.

ALIGNMENT: Any.

RACE: Any.

MINIMUM ATTRIBUTES: STR: 10.

SPECIAL ABILITIES: See text.

RESTRICTIONS: See text.

Warriors are the most common of the fighter classes and can be found in most types of civilized and uncivilized cultures. As their training is general in nature, warriors have no restrictions with regard to the type of weapons and armor that they may use. Game Judges should, however, take steps to ensure that any equipment that is available to warriors reflects the cultural and climatic conditions of the area in which they live.

Warriors may initially be proficient in the use of any three weapons and may learn one new weapon per every three levels of ability. If a player/warrior chooses, he or she may devote two weapon proficiencies to any single type of weapon, thus becoming a specialist in the use of that weapon. Warriors who specialize in a particular type of weapon always receive a bonus of +1 on the attack die when using that weapon. Note that warriors may not specialize in more than two different weapons.

In addition to the usual number of secondary talents which all characters may possess, warriors may choose to be proficient in any three of the following skill areas:

1. **Horsemanship:** Warriors with this skill will know how to ride and handle a horse under combat conditions.

2. **Basic Seamanship:** Warriors with this skill will know how to operate small oar or sail-driven craft.

3. **Street-fighting:** Warriors with this skill receive a bonus of +1 on any die roll required for brawling/grappling maneuvers.

4. **Drinking:** Warriors with this skill receive a +1 bonus for any save vs Constitution required for drinking alcoholic substances.

5. **Siege:** Warriors with siege experience will be familiar with the operation of any type of catapult, ballista, trebuchet, etc., and may choose to be proficient in any of these weapons.

6. **Command:** Warriors with command ability receive a +1 bonus for any save vs Charisma required while in charge of any relatively small (2-20) group of fighters or laborers.

Warriors may seek employment in a variety of professions, including bodyguard, slaver, crewman, artillerist, mercenary, or conscripted soldier, etc.

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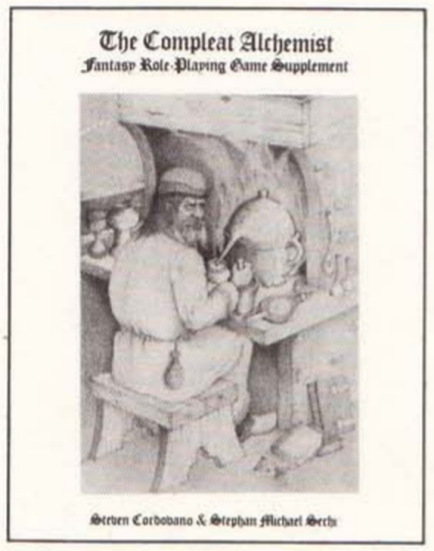

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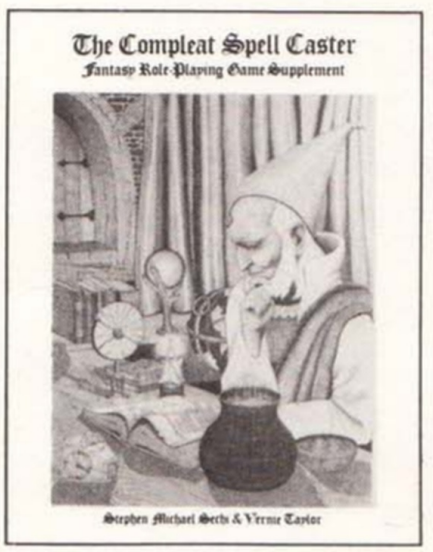

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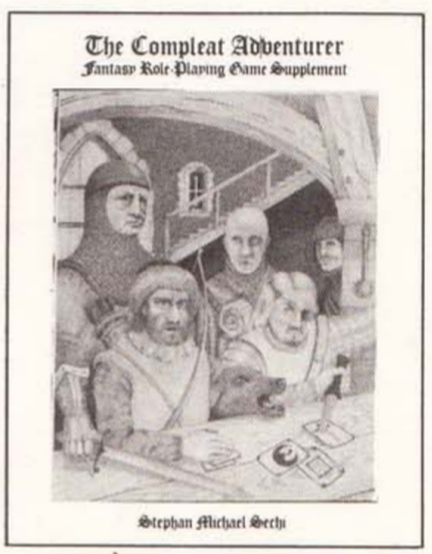

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